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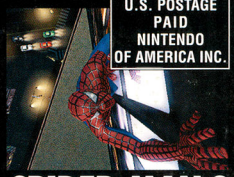

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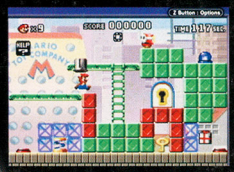

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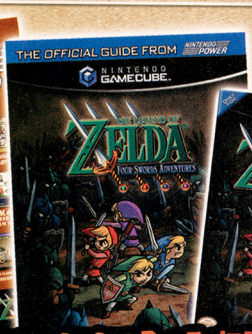

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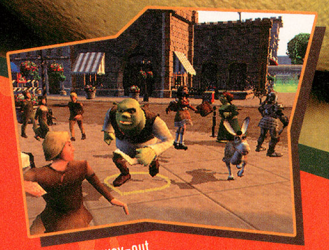

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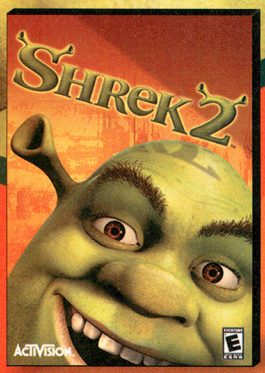

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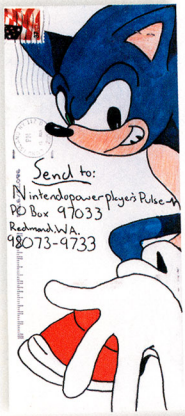


You flooded our mailroom with responses to Volume 179's Write Away, Right Away topic. We dug deep into the exciting world of game development and interviewed people in the know to get you the inside scoop. Check out our findings starting on page 11.

E³ SNEAK PEEK!

I have heard from various sites on the Internet that you plan to release a sequel to Paper Mario. Of course, it is April Fool's Day, so please tell me [if] it is a cruel joke.

Kenny K. Jr.
Via the Internet

It's no April Fool's joke; Mario and company are returning to the highly stylized world of Paper Mario in a GCN sequel. The game was officially announced in Vol. 180's E³ Sneak Peek. Check out more exciting news on Paper Mario 2 in this month's E³ Preview article on page 40.

TIPS FROM THE EXPERTS

In Pokémon Ruby and Sapphire, you have to trade certain Pokémon over the [GBA Game Link] cable to make them evolve. I was wondering, if these Pokémon were transferred over [a] cable to Pokémon Colosseum, would they evolve? Also, can you transfer Pokémon with items over the cable, too?

Jeff D-S
Via the Internet

Yes. The trading in Pokémon Colosseum works similarly to how it did in the Pokémon Stadium games. When you transfer a Pokémon that evolves when it's traded (such as Kadabra) from Pokémon Ruby or Sapphire to Pokémon Colosseum, it will evolve. (You must use a Nintendo GameCube Game Boy Advance cable to transfer Pokémon to Pokémon Colosseum.) A Pokémon that is holding an item will retain its item when you transfer it to Pokémon Colosseum. And it's a good thing—Battle-mode rules sometimes indicate that you'll have access only to items that your Pokémon are holding.

I worked diligently to beat Metal Gear Solid: The Twin Snakes for the fourth time on Extreme mode. I made sure not to take rations, not to be seen (I even put "game-over if

LETTER OF THE MONTH

I recently read an excerpt of *Gulliver's Travels* and was quite surprised about how closely connected [the game] EarthBound is to it. Both make fun of society in a carefree and fun way, while also keeping a good story behind it. Also, some elements of *Gulliver's Travels* are instilled very subtly throughout EarthBound.

One example is the Lilliput Steps sanctuary in EarthBound. In *Gulliver's Travels*, there is a race of six-inch people who come from Lilliput—they are called Lilliputians. Also, the first Sanctuary in EarthBound is called Giant Step. There is also a race of giants in *Gulliver's Travels* [from a land called] Brobdingnag. They are a culture who lives in perfect harmony. How ironic that [EarthBound's] Onett is a perfect little utopia.

Another example would be the floating island of Dalaam. In *Gulliver's Travels*, the third place that Gulliver visits is a floating island which is inhabited by a race who wear turbans. This is closely connected to the Dalaam culture in EarthBound.

Finally, I would like to mention how both the game and the novel seem to be poking fun at certain aspects of society. In EarthBound, you have crazed policemen, strange hippies, and even a sinister painters' cult. This seems to be making fun of some aspects of society in a fun and harmless way. This [is also a theme] in *Gulliver's Travels*. [Jonathan] Swift is making fun of English society and how they fight over trivial things, are a [people] based on hate and destruction, and how royalty are a bunch of barbaric, uncivilized halfwits.

I would just like to share these observations with you [to] show how video games can be closely connected to literature, and even the world around us.

P.S. Also, I noticed in Animal Crossing that the bird who washes up on the beach and gives you strange items from faraway lands is named Gulliver!

A. J.
Via the Internet

Those are some great observations and excellent examples of how game developers are influenced by the culture around them. You'll often find hints of classic stories, movies and even real-life lore in games.

discovered" on), not to continue after dying, and I even finished the game in less than two hours and 30 minutes. So then, when my game statistics came up, why did it say that I was alerted eight times?

Kevin
Via the Internet

We went straight to the source for the answer to this tough question. Here's what Konami's Twin Snakes team had to say: "There are eight events that trigger an alert that can not be avoided. These happen as a part of the story, and are listed in your rank; however, these eight events do not affect your rank. The eight events are: the holding-cell battle, the escape torture, the spiral-stairs battle inside tower A, the sniper-soldiers battle at the tower A-B exterior, the stealth soldiers in the elevator, the cargo-elevator battle, the gas that comes out after you complete the PAL key sequence, and the escape route."

NINTENDO'S HISTORY

My mom and I were cleaning out my uncle's garage when we stumbled upon a box that said "Nintendo Cards." We opened them and [found] cards that had designs on them (usually outdoor plants). When we asked my uncle, he said that he got them from a pawn shop. [Does Nintendo of Japan make these cards?] Or is it [the] one in North America?

GCNES
Via the Internet

Believe it or not, Nintendo started out making playing cards long before video games. The playing cards (which had everything from plants to Disney characters printed on them) were developed and distributed by Nintendo Co. Ltd. in Japan—the company was originally called Nintendo Card Co. Ltd. You may have discovered a bit of Nintendo's history in your uncle's garage!

I have a question regarding my favorite video game franchise ever: The Legend of Zelda. I know it is one of the most influential video game franchises ever, and it also represents the pinnacle of gaming. Was [The Legend of Zelda for NES] the first [game] to feature a [save file]?

Edgar C.
Via the Internet

Your hunch is right. The Legend of Zelda, released in 1987, was the first NES game to have a battery-powered save feature. Coincidentally, the next game to sport the revolutionary save feature appeared the following year—Zelda II: The Adventure of Link.

DEVELOPER CHAT

I am a huge Zelda fan, so I've spent a lot of time thinking about my favorite game. Whenever I finish the game and the credits come up, I've noticed that there are a lot of names. Do only a few people on the team think up the ideas for the Zelda games (like what Link will look like, the game's layout, etc.) and the other people put the ideas in motion, or do all the people on the team contribute ideas and thoughts to the game? Also, the music in The Wind Waker is amazing. Do they need lots of instruments and people to produce all the music in the game?

Sarah R.
Via the Internet

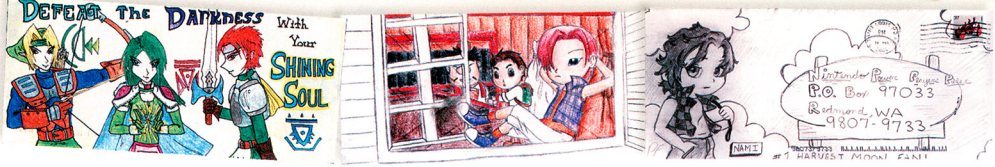
Again we went straight to the horse's mouth. Bill Trinen and Nate Bihldorff, NOA localization leads, told us, "[A Legend of Zelda game] is very much a collaborative effort that involves the entire team. Obviously, people like Shigeru Miyamoto and Eiji Aonuma have the ultimate say, but ideas like changing the graphic style for The Wind Waker came from within the team, rather than being put forth by the higher-ups. Of course there has to be some sort of structure to how the team works and how ideas are put in motion. The team is generally broken up into several different groups, such as dungeon design, art direction, programming and whatnot, and each group will have one or more directors who are ultimately responsible for the work that group does. But even with this setup, individual team members are able to contribute their own ideas and creativity to the development process. With so many different people contributing ideas, it's no wonder there's so much to do in Zelda games."

I'm a high school student interested in becoming a game designer. I've taken a few computer-programming classes, but I don't feel that programming is the right job for me. My question is: Are there any positions in game design that don't involve computer programming?

Marcus D.
Via the Internet

BUSTIN' OUT CONTEST WINNER

Veronica A. from Michigan was the lucky winner of Volume 176's The Sims: Bustin' Out contest. She and her father, David, flew to San Francisco, California, where their fun-filled trip began. Veronica had lunch with Maxis's head honcho and The Sims creator, Will Wright. She also scored a grand tour of Electronic Arts, where she got a sneak peek at the Sims game currently under development. Veronica and David took the opportunity to check out all of San Francisco's best sights, from the *USS Pampanito* (a WWII submarine) to The Exploratorium. They even did hard time (OK, it was just a tour) in the infamous prison, Alcatraz.



Programming knowledge is a plus in any game-design career, but some positions don't focus on programming. A development team is made up of many members such as artists, animators, level designers, music directors, producers, copy writers, testers and engineers, just to name a few.

I've been dying to ask [this] question for months. It has to do with the mapping of all the games for the GCN and N64. How do you get the maps so detailed?

Chris S.
Via the Internet

Sonja Morris, V-Design Inc.'s Production Manager, filled us in on how she and her crew produce their high-quality maps you see in NP and Nintendo player's guides. Here's what she had to share: "We use two methods to make maps. In the first method, we draw sketches of the maps as we play a game. Then we scan the sketches and redraw them in Adobe Illustrator. Sometimes (as in the case of the Wario World player's guide), we redraw our sketched maps in MetaCreations Infini-D instead to create 3-D maps. In the second method, we take screen captures with Final Cut Pro while playing the game. Then we put all of the screen captures together in Adobe Photoshop and either use the map as is, or redraw it in Adobe Illustrator. Occasionally a game developer provides maps; usually they need to be redrawn in Adobe Illusatrator due to size or graphic quality."

Most of the great games that I have played have had character voices instead of subtitles (if not both), and I have always wondered how they pick the right people for certain games. Do the game designers have people that work for the company full-time and just lend their voice, or do the designers hold auditions for the roles, like in a film or play? If there are auditions, what things does an employer look for in a voice actor or actress? How do [people] find out about the auditions? Are there any high school or college classes [you] recommend? Does having a college degree increase [one's] chances of being hired?

Joe5
Via the Internet

In the past, game-development staff have provided the character voices in games, but these days development companies usually hire professional voice actors, who find out about auditions through a talent agency. We had a chance to chat with NOA's own localization manager, Leslie Swan. She has lent her voice to Princess Peach in several games, including Super Mario 64. Leslie conveyed that voice actors and actresses need to be very expressive. They should have the stamina to maintain a particular voice and personality, laugh on cue and more. Those who desire a career in voice acting would benefit from drama, theater and speech classes; however, a college degree is not usually required. Voice actors range from stage and movie stars to radio talent to your next-door neighbor. Leslie also commented that having knowledge of different languages enriches a voice actor's repertoire—the more experience and versatility, the better. Good luck to all the hopefuls out there!

OK, these three games are all amazing in every aspect: [Super] Mario RPG, Paper Mario and Mario & Luigi: Superstar Saga. Now, each game has been made by another company (Square-Soft, Intelligent Systems and AlphaDream). My question to you guys is: What efforts do these developers go to and what does Nintendo do to make sure these games are of as high quality as their predecessors when the companies are new to the series?

Robert B.
Nebraska

"For a lot of developers, the opportunity to work on a Mario game is like a dream come true. The teams that worked on the Mario role-playing games included some huge fans of the Mario series, so they would do what they could to bring back some of their favorite elements of past Mario games while looking for ways to take the franchise in a new direction. Of course, any time Nintendo works in collaboration with an outside developer, Nintendo producers track the overall quality and content. New developers have the opportunity to innovate and expand on the franchise, but the game will still go through a rigorous check by veteran Nintendo producers—and even Shigeru Miyamoto himself—to ensure that fans will get the experience they expect from a Mario game." —Bill Trinen and Nate Bihldorff, NOA localization leads.

How big was the team who created Super Mario Bros. for the NES?

David E.
Via the Internet

When a game is being developed, many people in a variety of areas work on the game. It's not unheard of for more than 100 people to contribute directly to just one game. Game development is a huge collaborative effort between the development, administrative and testing departments. When Super Mario Bros. was made, development was a much less-involved affair. We don't have an exact figure for how many people worked on the game, but Nintendo's development team estimated that it was about 10 percent of the number of people that it takes to complete a game today.

Border Art Provided By:
Abbie H., Oklahoma
Adam B., Oklahoma
Anonymous
Christopher M., Michigan
Derek L., Maryland
Hanna C., California
M.B., California
Nancy T., California
Patrick F., Missouri
Peter W., New York
Rita D., Texas
Tristen B., Washington
Yeji L., New York

WRITE AWAY. RIGHT AWAY

We've heard a lot of buzz recently about what "old school" means in the gaming industry. To commemorate the upcoming Classic NES Series for the GBA, we'd like to hear from you. What is old-school gaming to you? Is it a certain gameplay convention or visual style? Is it a favorite gaming memory or a specific technological era? Send your thoughts to the addresses listed in the 411 section on page 124.

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Also available for the Game Boy® Advance!

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TEEN T
CONTENT RATED BY ESRB

Comic Mischief
Mild Violence

GAME BOY ADVANCE

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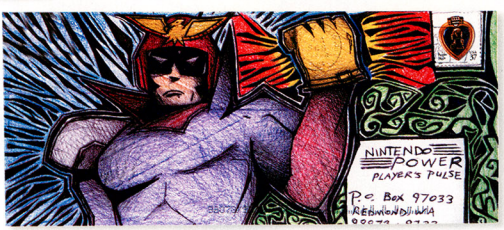
PLAYER'S PULSE ARTIST'S GALLERY

Ashley J. • Idaho

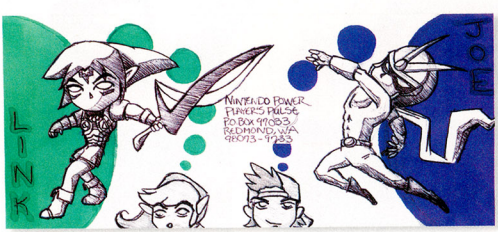
ART OF THE MONTH CONTEST WINNER

Laura B. • Manitoba

Betty K. • British Columbia



David R. • California



Laura K. • Nebraska

PLAYS TO TAKE NAMES

Deadly strategies to mess with minds.
Powerful creatures to bust heads.

It's all about the beatdown. This player is in the game because it's got the deadliest creatures. And this player knows that only Magic: The Gathering® delivers unlimited strategies designed to warp opponents' minds and shut them down.

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Illustration by Dave Johnson.

Link to the Legend

www.zelda.com

Wielding the legendary Four Sword, a quartet of Links is storming the web this May. Zelda.com/universe brings Legend of Zelda fans everything their hearts desire, including a new stylized Four Swords Adventures theme to commemorate the game's June release. If you've been wondering what all the buzz is about, check out the site and watch elaborate videos of real-time GCN-and-GBA gameplay footage. You can also order the Four Swords Adventures bundle pack at nintendopower.com/zelda4swords while supplies last. It's a great deal, so don't miss out! Whether you're searching for boss-battle tips, dungeon strategies or the latest Four Swords Adventures news, zelda.com is *the* place to be.

Neo-Retro Gaming

www.classicnesseries.com

Do you remember the first time you triumphantly held the Triforce over your head? Or the first time you sent Bowser plummeting into a lava pit? The Classic NES Series lets you experience the pioneer games that inspired the titles we play today. The site will feature trivia and history, streaming game audio, retro-cool downloads and more.

How Do *You* Robo Battle?

www.customrobo.com

Custom Robo has swept the nation and sparked a heated contest to become the best Robo Commander. If you have yet to experience the robo battling world, check out customrobo.com to give your strategy a winning edge with the virtual robo builder, streaming video and an inside look at the latest innovations in robo technology.

Tussle in Toyland

www.mariovsdk.com

Last month we gave you a taste of the fantastic Mario vs. DK site. This month we scored an inside peek at the Mini-Mario Toy Factory Flash activity. The fast-paced fun will test your skills as you create and sell Mini-Marios. You can also vote in the popularity contest between Mario and the monkey by sending e-cards of your favorite.

www.nintendostreetteam.com

Street Team '04

Are you a die-hard Nintendo fan? If so, you could score the ultimate summer job as a Nintendo Street Team member. Check out the details today!

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New Sage Krew

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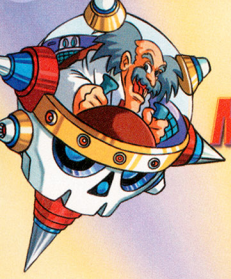
ZEN-FROG

WANT TO CHAT WITH THE PRO PLAYERS AT NINTENDO POWER? VISIT NINTENDO.COM AND JUMP INTO THE CHAT—NOW OPEN TO EVERYONE!

THE ULTIMATE COLLECTION OF MEGA MAN'S FINEST ADVENTURES!



10 GAMES IN 1
AVAILABLE SUMMER '04

FEATURING BEHIND-THE-SCENES SERIES OF MEGAMAN SERIES CREATED BY G4 GAMERS

COMING FALL '04
5 GAMES IN 1

Go back to Mega Man's beginning with these special game compilations. Save the planet from 15 years worth of evil villains! Mega fun awaits with 10 action-packed games for the Nintendo GameCube™ and PlayStation® 2 computer entertainment systems and 5 infectious games on Game Boy® Advance.

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CONTENT RATED BY ESRB
Cartoon Violence

NINTENDO GAMECUBE

GAME BOY ADVANCE

PlayStation 2

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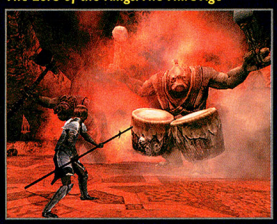
GAME WATCH

THE INSIDE SOURCE FOR NINTENDO NEWS & PREVIEWS

Ubisoft puts players on the frontline against terrorists in Tom Clancy's Rainbow Six 3 for Nintendo GameCube. Game Watch takes the first hands-on look at the impressive squad-based action game.

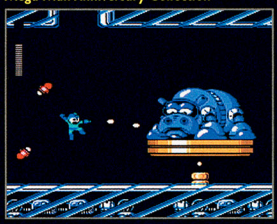
THE SPOTLIGHT

The Lord of the Rings: The Third Age



EA steps into the realm of role-playing with the latest game in the The Lord of the Rings series.

Mega Man Anniversary Collection



Happy anniversary, Mega Man fans! Capcom serves up 10 classic Mega Man games on one GCN disc.

Catwoman

In our exclusive developurrr interview, Catwoman's executive producer reveals how EA created the sexiest game character ever.

Prince of Persia 2

The prize-winning Prince of Persia: The Sands of Time gets a sequel. We share our first-peek at Ubisoft's fresh Prince.

Dragon Ball Z: Supersonic Warriors

Atari dishes out a DBZ fighting feast for GBA. We step into the arena for a practice round with Super Saiyans and live to write about it!

Duel Masters: Sempai Legends

Duel Masters brings card-battling to life. We go inside and one-on-one with the game's producer to bring you the story.

THE GAMING NEWS FOR JULY 2004

REPORT FROM ELECTRONIC ARTS

At a recent EA gamer's day, your Game Watch editors picked up some juicy tidbits on a number of upcoming GCN titles. Def Jam: Fight for New York puts a premium on new fighting styles and deep plotlines. (We'll bring you an inside look at Def Jam 2 in an upcoming issue.) GoldenEye: Rogue Agent recreates classic Bond movie scenes and stages inspired by the original N64 game. NCAA Football 2005 uses a new form of AI to give teams home-field advantage, which is great if you're playing as Michigan at home and less great if you're leading the University of Podunk. As for the next Sims games for GCN and GBA, you'll leave the 'burbs behind for the bright lights of the big city. NASCAR 2005, Tiger Woods 2005 (with tour legends Ben Hogan, Arnold Palmer, and Jack Nicklaus), Ty the Tasmanian Devil 2, FIFA 2005, Madden NFL 2005 (with a new twist on defense) and Need for Speed Underground 2 were also shown. We'll have much more on EA's 2004 lineup in future issues.

MORE ARCADE TREASURES FROM MIDWAY

Midway appears to empty its vault of classic arcade titles with its second arcade collection, Midway Arcade Treasures 2. Due to be released this fall for GCN, MAT2 boasts Cyberball 2072, Primal Rage, Steel Talons, the first three Mortal Kombat games and 15 more action classics.

TAK IS BACK

Having impressed gamers with its juju magic, THQ is set to release a GCN Tak sequel this October. In Tak 2: The Staff of Dreams, an older, wiser Tak must recover the Nightmare Scepter and defeat an evil shaman. Once again Tak will magically obtain animal skills to use against foes. THQ and Nickelodeon also announced four titles featuring Nick characters: The SpongeBob SquarePants Movie, The Fairly OddParents!, The Adventures of Jimmy Neutron Boy Genius and Nicktoons, which will include characters from several Nickelodeon cartoons.

ZOONAMI ORCHESTRATES FUNKYDILLA

U.K. development studio Zoonami has announced a creative new approach to rhythm-action games that gives players unprecedented control to remix music. Funkydilla allows players to choose rhythms, phrases and instruments, create combos and chains and score points for completing a song's arrangement.

VIDEO CLIPS

Majesco has secured the rights to the following Cartoon Network original shows for Game Boy Advance Video: *Codename: Kids Next Door*, *Ed, Edd n Eddy*, *The Powerpuff Girls*, *The Grim Adventures of Billy & Mandy*, *Johnny Bravo*, *Courage the Cowardly Dog* and *Dexter's Laboratory*.

THE RETURN OF THE PRINCE

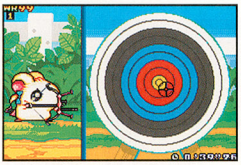
Ubisoft's stunning Prince of Persia: The Sands of Time is one of the best action games to come around in years. In this year's sequel, the prince returns with improved features, such as customizable fighting styles, boundless battles and a new projectile-attack system. In the GCN Prince of Persia 2, you'll travel to a mysterious island where infernal monsters are created and unleashed upon the world. Ubisoft plans to release Prince 2 this holiday season.

SECOND COMING

Last month we got the inside scoop on Second Sight from the developer, Free Radical Software. This month we're more than a little pleased to report that Codemasters will publish the psychic third-person thriller for GCN in North America this September. We present two new screenshots to celebrate!

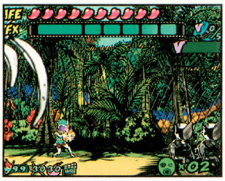
GROOBA FOR THE GOLD MEDAL!

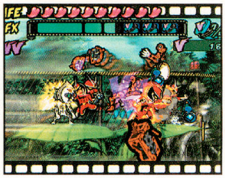
Translated from Ham-Ham language, our headline reads, "Give it your all for the gold medal!" That's one of the themes of Nintendo's Hamtaro: Ham-Ham Games, coming to GBA this July. Hamtaro and friends are pumped to compete in 15 athletic events such as tennis, pole vaulting, sailing, archery, sprints and beach volleyball. Four teams fight for glory and gold medals over the seven days of fierce but fun competition. You can trade cards with other Ham-Ham Games players using the GBA Game Link cable.



TWICE AS VIEWTIFUL

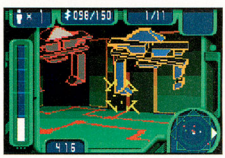
Only one thing could be better than Capcom's Viewtiful Joe, and that's Viewtiful Joe 2, which is headed to the GCN this winter. The big news is that Sylvia (Joe's girlfriend) leaps into the fray, pom-poms and all. She also wields a projectile weapon, and you can play as Sylvia right off the bat. You'll also find a new VFX power, Replay, which allows you to redo heroic moves, there by multiplying their effects. Joe's Six Machine transforms into a racer, cannon, drill or submarine as needed. VJ2 won't disappoint your eyeballs, either. The same expressive cel-shaded style is set to wow you all over again.





TRON

Buena Vista Games will take over the circuits of your Game Boy Advance this September with TRON. Based on the Disney sci-fi movie from the '80s, TRON is a third-person-perspective adventure in cyberspace. Players, as either TRON or Mercury, fight the forces of cyber chaos (such as heavily armed viruses), hack into spam and defrag programs, and collect and trade 100 upgrade chips. Players will log into a wide variety of engaging minigames, including timed puzzles, tank battles and races. With proper hacking skills, you might even unlock two TRON arcade games stored in the game's databanks.



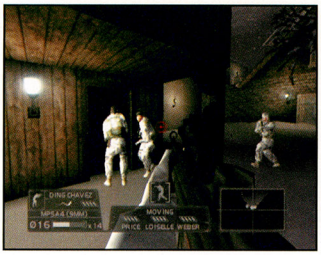
SPYRO'S TAIL?

Spyro: A Hero's Tail for Nintendo GameCube is a tale worth telling. Vivendi Universal Games's popular dragon and selected friends will appear in a 3-D world filled with surprising challenges and an assortment of minigames. Spyro collects gems, as always, but he has plenty of other tasks to complete and baddies to burn with his flaming breath. In our early sneak peek version, Sgt. Byrd jetted about in timed stages, collecting treasure and firing missiles at enemies, and Hunter used a bow and arrow to bring down baddies.

TOM CLANCY'S RAINBOW SIX 3

Game Type: Action
Publisher: Ubisoft
ETA: June 2004
System: Nintendo GameCube

The undisputed champ of PC squad-based combat takes on international terrorism in a 15-level thriller designed specifically for console gameplay. The game's Tom Clancy-approved scenario follows the elite Rainbow squad as it executes missions in Europe and South America. While leading the team, you call on your squadmates to follow your every move or blow open entryways while you provide backup. The interface is easy to use and unobtrusive, allowing you to immerse yourself in the game's beautifully rendered locations. With 30 weapons to choose from, you'll always have the right tool for the situation, be it taking out a sniper from 100 yards or liberating a hostage at close range. The missions are framed by 12 minutes of cinematics that are the work of established film director Marco Brambilla.



A new lighting system and brilliant special effects give Rainbow Six 3 stunning realism.

Both campaign missions and Terrorist Hunt mode present two-player split-screen action.

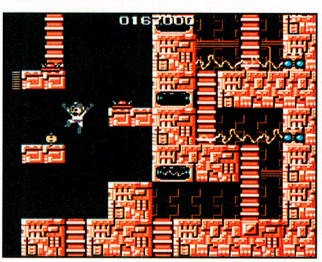
Flash grenades and breaching charges offer the element of surprise.

Gameplay ranges from slow and steady to action-packed.

MEGA MAN ANNIVERSARY COLLECTION

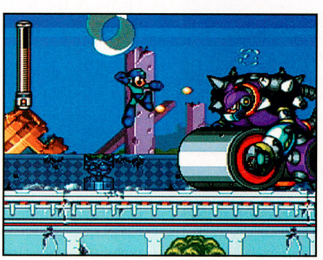
Game Type: Platformer
Publisher: Capcom
ETA: June 2004
System: Nintendo GameCube

Fire up the Mega Buster! To celebrate the mighty Blue Bomber's 15th anniversary, Capcom is packing 10 of Mega Man's greatest hits onto a single value-priced disc. The game includes NES hit classics Mega Man through Mega Man 6, Super NES hit Mega Man 7 and Mega Man 8, which is making its way to a Nintendo system for the first time. Also new to Nintendo are two arcade games that were never released outside Japan. And, if that's not enough, the disc features an unlockable interview with Mega Man's creator, an overview of the hero's history, 30 original pieces of artwork and remixed music tracks inspired by the Mega Man series. Hot on the heels of the Classic NES Series for Game Boy Advance and other revisited classics such as River City Ransom EX, it's safe to say that retro is in. Savor a big slice of video game history with one of the cornerstones of action-platforming.

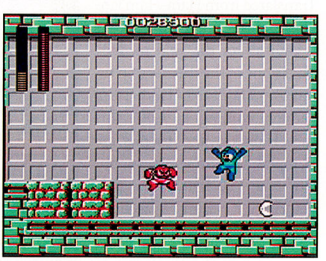


The game that kicked off the Mega Man franchise is presented in its original 8-bit glory.

Part of what made Mega Man a popular series is its non-linear format. Play the levels in any order.



Kooky and creative bosses made their mark on the Mega Man series from the start.

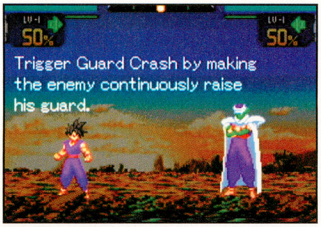


Taking video game challenges to a new level, the series has earned a hard-core reputation.

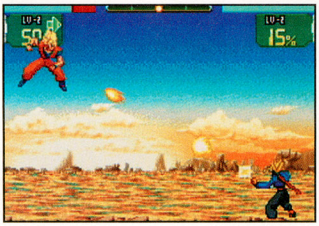
DRAGON BALL Z: SUPERSONIC WARRIORS

Game Type: Fighting
Publisher: Atari
ETA: July 2004
System: Game Boy Advance

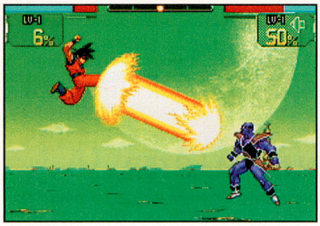
Adding new dimension to the 2-D fighting genre, Supersonic Warriors allows its 15 DBZ battlers to throw opponents left, right and directly into the screen. They also take to the sky and let loose flying kicks, homing attacks and three types of power shots, all with a control scheme that doesn't require double-jointed dexterity. Story mode delves deep into the DBZ universe with a different branch for each character, revealing alternate endings to famous fights. More modes offer tournaments, endurance matches and two-player linked smackdowns. On your way to Super Saiyan status, you'll fight solo and form tag teams, cycling through your roster to find the best matchup with the opponent at hand. The battles begin in July.



Piccolo gives lessons in speed, basic fighting and cool combos.



Flight figures prominently into delivering and dodging attacks—especially energized power shots.



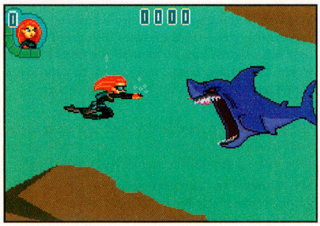
Every battler fires a different supercharged attack that requires concentrated Ki power.

The DBZ saga unfolds between Story mode bouts, giving you some perspective on the action.

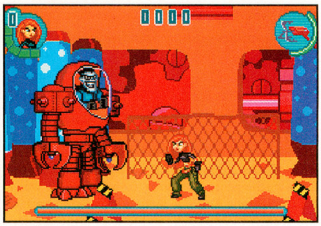
KIM POSSIBLE 2: DRAKKEN'S DEMISE

Game Type: Platformer
Publisher: Disney Interactive
ETA: July 2004
System: Game Boy Advance

Global justice reigns supreme when super agent Kim Possible is on the case. For her second GBA side-scroller, Kim serves up awesome acrobatic moves and uses cool tools such as a grappling hook and glue trampolines to reach new heights. Villain Drakken has a few insidious gadgets on his side, too. Get ready for a rousing battler!



It's impossible not to like Kim Possible's new GBA look and super abilities.



Kim battles Falsetto Jones, Gemini, Duff Killigan, Shego and Dr. Drakken in four episodes.

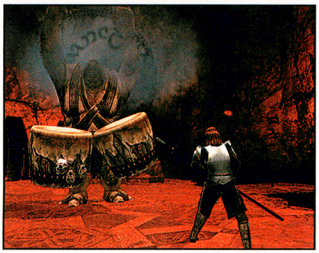
PROJECT: DIGIPEN

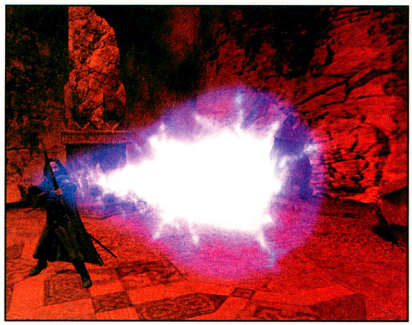
Watch out, Worms! There's a new turn-based creature-combat sim on the horizon. Ice Wars, developed by DigiPen students Andy Vella, Kerry Davis, Jack Kern, Charlie A. Burgin and Todd Eckert, puts armies of penguins, seals and polar bears on the frozen tundra for a humorous 2-D side-scrolling skirmish. Strategy plays a big role, as players must balance unit movement with offensive maneuvers. Among the game's awesome weapons are explosives that not only blast enemies, but deform the battlefield. Check it out!

For more information on DigiPen and to download a copy of Ice Wars to play on your computer, head to www.digipen.edu. There you'll also find links to more DigiPen projects and information about signing up for classes and workshops.

MIDDLE-EARTH EXPANDS

The Lord of the Rings: The Third Age, due out this fall, caps EA's LOTR trilogy with a massive turn-based RPG that approaches key moments in the saga from a new angle. Player's will take on are the battle against the Balrog, the defense of Osgiliath and the fight for Helm's Deep.





Form a New Fellowship
Although familiar characters from the book and film series will make appearances, the game's main characters are new and customizable. After fighting on the side of the good guys, you can carry out missions on Sauron's side of the conflict.

DISCUSSION WITH A DUEL MASTER

The new Duel Masters trading card game from Wizards of the Coast is leaping to the video game world in GBA title Duel Masters: Sempai Legends from Atari. The game introduces the rules with a thorough tutorial and offers several easy duels before the difficulty really ramps up. We went one-on-one with the game's producer, Stacy Hendrickson.

NP: What are the unique challenges of creating a video game that is based on a trading card game?

SH: Sempai Legends is the first Duel Masters video game for Atari, so we wanted to make sure the player got the full Duel Masters experience, with all the cards from Base Set as well as the Evo-Crushinators of Doom expansion. This was a bit challenging because it meant bringing each of the creatures and spells to life with limited reference for how the characters would be represented outside of the trading cards. Working directly with Wizards of the Coast has been awesome because they helped us understand the Duel Masters world and then challenged us to take it to a whole new level.

NP: What lessons did you learn from other trading-card-game adaptations?

SH: We researched all the trading card games, and particularly on GBA we felt our competition [was] lacking the ability to watch the creatures battle. So, that's what we did. You can now see all the creatures and spells come to life and battle. We also have an original story that drives your quest and we developed a Duel Room mode, which unlocks later in the story. Once you unlock the mode, you can duel whenever you want. Some players will definitely want to do that.

NP: Since the trading card game is just catching on, the video game may serve as an introduction to Duel Masters for a large number of players. Did that fact figure into the video game's development?

SH: Absolutely, we have a tutorial in the game which walks the player through the rules of Duel Masters. Also, a player can start out by setting their difficulty mode to Easy and then crank it up when they are ready to test their dueling skills.

NP: How much input did the card game's creators have in the design of the video game?

SH: We worked very closely with our partners at Wizards of the Coast to ensure we were not only representing the Duel Masters brand but to also help brainstorm how to expand the Duel Masters world. They have been really open to new ideas, which has been great for our design team.

NP: The player's reputation develops after victories, an element that is new for the video game. How did the reputation concept come about?

SH: Similar to experience points in an RPG game, it was a way for us to make sure the player is ready for a more difficult challenge.

NP: Is it more difficult to program an AI-controlled opponent who plays with perfect strategy or one with flawed strategy? How do you make the opponents make mistakes?

SH: If we want a strong AI player, then we give them a really kick-butt deck to play with, if we want them to be easier, then we give them a poorly constructed deck. The opponents don't really make mistakes; rather they play with good or "not so good" decks.

NP: Were you able to come up with AI strategies that beat the game experts at Wizards of the Coast?

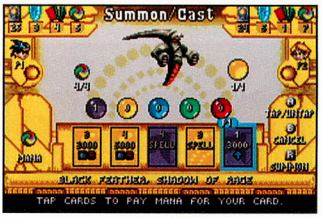
SH: The guys at WotC are some of the best players, but we've come very close to testing their skills! Some of my favorite strategies are definitely playing with the Evolution Creatures from the new Evo-Crushinators of Doom expansion. They're really cool, but you'll have to wait and see for yourself why.

NP: The creatures and spells are broken up into five equally weighted types. Do you personally prefer one over the others?

SH: All of the civilizations have their own strengths and weakness. It's all how you construct your deck. Blockers are important for slower decks. It's also a good idea if you can draw a lot of cards so you have a lot to choose from.

NP: In the card game, the creatures are static. How did you decide how they would move in the video game?

SH: That's been incredibly fun and creative for our development team. The actual trading-card art is beautiful so we had a great place to start, but Wizards of the Coast was so great, allowing us to think outside of the box and use our imaginations. I think the results are really cool.



EA SCRATCHES OUT A NEW FRANCHISE

With its enormous success in bringing the Harry Potter and James Bond franchises to the video game world, Electronic Arts is aiming for another movie-based hit this summer. Catwoman for the GCN follows the story of the Halle Berry film due out in late July. If the early screenshots are any indication, the game is sure to please acrobatic-action fans. Richard Leinfellner, the game's executive producer and EA Europe's VP in Charge of Production gave us the lowdown on the new game.

NP: Catwoman is an established property, but it's not as well known as Batman. What is your perception of what the audience expects from a Catwoman game?

RL: In the movie Catwoman is played by Halle Berry, voted the sexiest woman on earth by *FHM* readers. We have brought Halle Berry's interpretation of Catwoman to the gaming console. The player can expect to be playing the worlds sexiest game character, with the best moves and whip action ever seen in a video game.

NP: What makes a successful comic-book-character-based game?

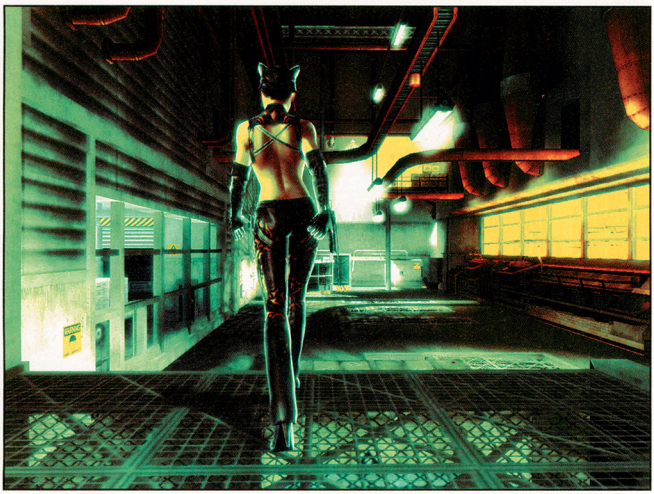
RL: Video games are in their nature action-based, so they translate to games much better when the character has a range of special powers and does not need to rely on deep character development. Catwoman is ideal, as she is a cat/woman hybrid offering the best moves and abilities of both species. It also helps to have the character's abilities rooted in real-world experiences so that the player can identify with them more closely.

NP: How much have Halle Berry and the rest of the *Catwoman* cast been involved in the project? Are they lending their likenesses and voices to the game?

RL: We have all the principle characters' likenesses in the game and Halle Berry is lending her voice to Catwoman. We have spent a great deal of time ensuring our in-game Catwoman is the best audio-visual match for the real Catwoman ever seen in a video game. Halle has been deeply involved in this process.

NP: How much input did the creators of the comic book series and the film have in the game's development?

RL: We are tracking the movie closely and all the major movie locations are in the game. Warner Brothers have been excellent, giving us access to the script, set and production drawings. We are also in weekly contact with DC comics to keep them up to date.



NP: How would you describe the art style? Do you prefer to have the game look like the movie or have its own unique atmosphere?

RL: We have gone with a chic "Twilight Wet Neon" look which brings out the best in our naturally nocturnal predator. Catwoman, just like a real cat, loves to hunt in the boundary between day and night when her cat senses give her the advantage.

NP: Were you able to use models or effects from the film?

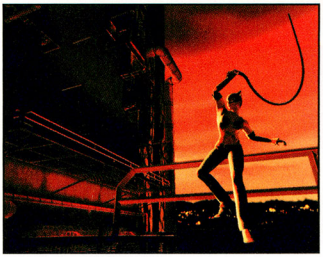
RL: In a movie you know up front each shot you need. Video game models are much more complex than the ones used for film. In a game the player is the "director" [with the ability to] make Catwoman do anything he or she wants. We need to cater for this variety by having hundreds of animations which are called up at will.

NP: Are the music and sound effects related to those from the film or are they original for the game?

RL: They are original but inspired by the movie. Again we aim to make the best interactive experience and this means it has to be both exciting as well as something you can listen to for 10-plus hours. Much of the audio is dynamic and driven by the player's actions.

NP: What was your approach to developing Catwoman's animation? Did you use motion capture or was the movement created by artists?

RL: MoCap is great if you want something to look identical to the entity you are capturing. However, with Catwoman no such person exists in real life so we hand-animated her to get the best possible quality. For the fighting moves we were inspired by Capoeira, a Brazilian martial art, giving 360 degrees of fighting movement.



NP: What has been your approach to developing cut scenes? Do they have any connection to scenes from the film?

RL: The cut scenes are all inspired by the movie. Their main purpose is to set the scene and tell the story.

NP: What were the biggest challenges in creating the control and camera schemes that allow the player to pull off Catwoman's athletic maneuvers (running up walls, avoiding bullets)?

RL: We are running the most complex animation system inside EA and probably the industry.

NP: Catwoman uses a whip to fight enemies, throw objects and swing from structures. What steps did you go through to perfect the use of the versatile weapon?

RL: Our animators and designers watched many movies with whips in them, and we also recorded lots of whip sounds to make it authentic. Catwoman uses the whip to hunt, navigate, punish and smash stuff. It is truly versatile and is all controlled by the [C] Stick.

NP: What games and/or gameplay systems did you develop for the game?

RL: On the art side we developed a new lighting model and character rigging (animation skeleton). On the gameplay side we have a fear-based combat system, Catsense (sort of a sixth sense). We wanted to build a fluid character that moves with grace and speed, but also handles well. Our initial goal was to make just walking her around fun, then we added all the other moves on a solid foundation. This has really paid off as it makes the player look good at all times.

NP: Promotional materials for the game mention that Catwoman is able to toy with her enemies before she defeats them. Most action games feature straight-up fighting. How is this game different?

RL: Just like a real cat, Catwoman likes to play with her prey, and our scoring mechanic rewards this behavior. It's the first scoring system that is designed around looking great while kicking the enemies' butts. We encourage the player to experiment with the controls and find cool new moves in the process.

NP: Has the game's design evolved during production? If so, in what ways has it changed?

RL: It's pretty close to what we set out to do. If anything, we probably did more agility/combat vs. puzzles in the end, as this proved more Catwoman-like and hence satisfying.

GAME WATCH FORECAST

NINTENDO GAMECUBE

- ADVANCE WARS: UNDER FIRE
- THE ADVENTURES OF JIMMY NEUTRON BOY GENIUS*
- BAD BOYS II
- BATEN KAITOS
- BRATZ: FORMAL FUNK
- CALL OF DUTY: FINEST HOUR
- CATWOMAN
- CONAN: THE DARK AXE
- DEAD PHOENIX
- DEF JAM: FIGHT FOR NEW YORK
- DEXTER'S LABORATORY
- DIGIMON RUMBLE ARENA 2
- DIGIMON WORLD 4
- DONKEY KONG JUNGLE BEAT
- DONKEY KONGA
- DREAMWORK'S SHARK TALE
- FIRE EMBLEM
- FUNKYDILLA
- GALIDOR: DEFENDERS OF THE OUTER DIMENSION
- GEIST
- GOLDENEYE: ROGUE AGENT
- HARRY POTTER AND THE PRISONER OF AZKABAN
- THE INCREDIBLES
- JUSTICE LEAGUE
- KILLER 7
- LEGENDS OF WRESTLING: SHOWDOWN
- LEMONY SNICKET'S A SERIES OF UNFORTUNATE EVENTS
- MADDEN NFL 2005
- MARIO TENNIS
- MEDABOTS: INFINITY
- MEGA MAN ANNIVERSARY COLLECTION
- MEGA MAN X: COMMAND MISSION
- METROID PRIME 2
- MIDWAY ARCADE TREASURES 2
- MOBILE SUIT GUNDAM
- THE MOVIES
- NASCAR THUNDER 2005
- NBA LIVE 2005
- NCAA FOOTBALL 2005
- NEED FOR SPEED UNDERGROUND 2
- ONE PIECE: TREASURE BATTLE
- PAPER MARIO 2
- PIKMIN 2
- PILLAGE
- PRINCE OF PERSIA 2*
- RESIDENT EVIL 4
- RIBBIT KING
- ROCKET POWER: ZERO GRAVITY ZONE
- SCALER: THE SHAPE SHIFTING CHAMELEON
- SECOND SIGHT
- SHREK 2
- SPIDER-MAN 2
- THE SPONGEBOB SQUAREPANTS MOVIE
- SPYRO: A HERO'S TAIL
- STAR FOX
- STARCRAFT: GHOST
- STREET RACING SYNDICATE
- TAK 2: THE STAFF OF DREAMS
- TALES OF SYMPHONIA
- TERMINATOR 3: REDEMPTION
- TIGER WOODS 2005*
- TIMESPLITTERS 3
- TINY TOONS: DEFENDERS OF THE LOONI-VERSE
- TOM CLANCY'S SPLINTER CELL PANDORA TOMORROW
- TOM CLANCY'S RAINBOW SIX 3
- TY THE TASMANIAN DEVIL 2
- UNITY
- THE URBZ: SIMS IN THE CITY*
- VIEWTIFUL JOE 2
- WORLD CHAMPIONSHIP POOL 2004
- WWE: DAY OF RECKONING
- X-MEN LEGENDS
- ZOIDS: BATTLE LEGENDS

GAME BOY ADVANCE

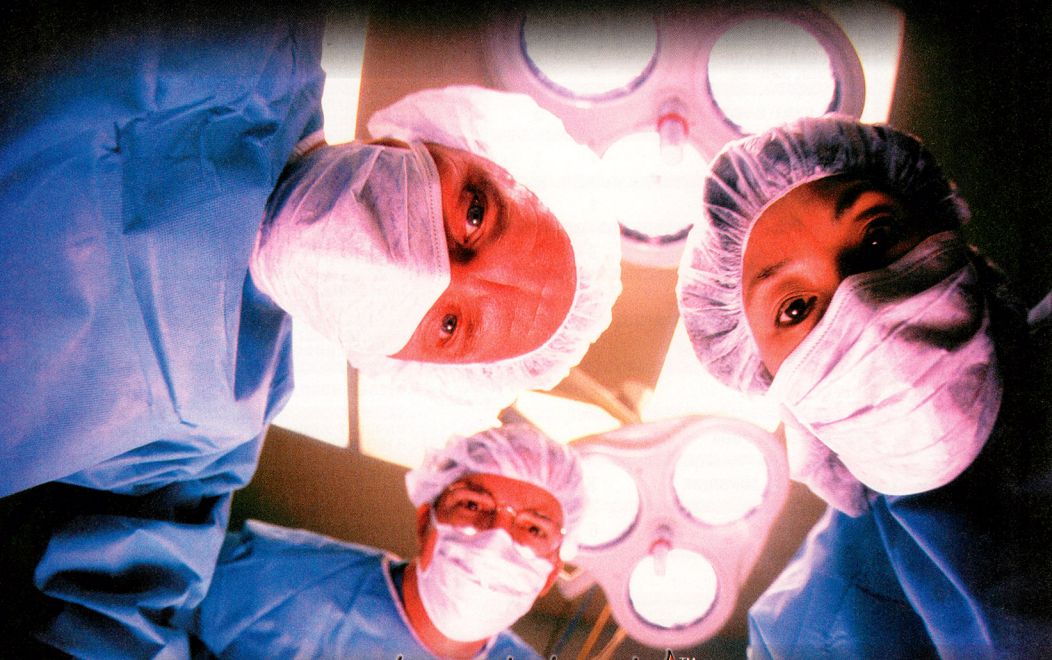
- A SOUND OF THUNDER
- AERIAL ACES
- ASTRO BOY
- BACKYARD BASKETBALL
- BEJEWELED
- CATWOMAN
- CUSTOM ROBO GX
- DEAD TO RIGHTS
- DIGIMON RACING
- DISNEY'S PARTY
- DK: KING OF SWING
- DONKEY KONG COUNTRY 2
- DR. SEUSS: THE SEUSSATIONAL JOURNEY
- DRAGON BALL Z: BUU'S FURY
- DRAGON BALL Z: SUPERSONIC WARRIORS
- DUEL MASTERS: SEMPAI LEGENDS
- F-ZERO: GP LEGEND
- FAMITSA ADVANCE
- FINAL FANTASY I & II
- GRAND THEFT AUTO
- HAMTARO: HAM-HAM GAMES
- HAMTARO: RAINBOW RESCUE
- HYPERSPACE DELIVERY BOY
- I-NINJA
- THE INCREDIBLES
- KILL SWITCH
- KINGDOM HEARTS: CHAIN OF MEMORIES
- KIRBY & THE AMAZING MIRROR
- LADY SIA II
- THE LEGEND OF ZELDA: THE MINISH CAP
- MARIO GOLF: ADVANCE TOUR
- MARIO PINBALL
- MEGA MAN BATTLE NETWORK 4
- MEGA MAN MANIA
- METAL SLUG ADVANCE
- MICKEY'S MAGICAL QUEST 3
- MOBILE SUIT GUNDAM SEED
- MS. PAC-MAN: MAZE MADNESS
- ONE PIECE: GRAND BATTLE
- PAC-MAN WORLD 20TH ANNIVERSARY
- POKÉMON FIRERED
- POKÉMON LEAFGREEN
- RADIUM
- RIVER KING
- ROAD RASH: JAILBREAK
- SD GUNDAM FORCE
- SERIOUS SAM ADVANCE
- SHAMAN KING
- SHREK 2
- SITTING DUCKS
- SMASHING DRIVE
- SONIC ADVANCE 3
- SPEED BALL 2: BRUTAL DELUXE
- SPIDER-MAN 2
- SPY MUPPETS: LICENSED TO CROAK
- TALES OF PHANTASIA
- TALES OF THE WORLD: NARIKIRI DUNGEON 2
- THUNDER ALLEY
- TINY TOON ADVENTURES: SCARY DREAMS
- TRON
- ULTIMATE TABLE GAMES
- THE URBZ: SIMS IN THE CITY*
- VAN HELSING
- WORLD REBORN
- X-BLADEZ: INLINE SKATER
- XS MOTO
- XYANIDE
- YU-GI-OH! RESHEF OF DESTRUCTION

YELLOW TEXT SIGNIFIES NEW GAMES ADDED TO THE LIST

* DENOTES WORKING TITLE

We can rebuild him. We have the technology.

BETTER. BOLDER. SHINIER.



"...fans of the series should be happy to see such a nicely-crafted revivial of an old favorite." - 1up.com

SHINING FORCE™

Resurrection of the Dark Dragon

"...fans of Shining Force and strategy RPGs will want to keep their eyes on this..." – GameSpot

"The return of a classic; insanely fun battles; lots of playable characters."- GameSpy

Control up to 12 characters in battle from a cast of over 30 with three never-before-seen characters!

Improved graphics feature added visual effects and character patterns.

Experience a thrilling and deep story line from two major points of view!

Unique card system allows you to collect special abilities and bonuses in battle.

TEEN T CONTENT RATED BY ESRB

Mild Violence

GAME BOY ADVANCE

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POWER CHARTS. 181

Nintendo GameCube

After months of anticipation, the NP Krew finally got our hands on a near-complete English version of Tales of Symphonia. Not surprisingly, it debuts as our favorite GCN game this month.

TOP-SELLING GAMES* NINTENDO GAMECUBE

		PRIOR POSITION	MONTHS ON CHART
1	POKéMON COLOSSEUM	•	1
2	METAL GEAR SOLID: THE TWIN SNAKES	•	1
3	MARIO KART: DOUBLE DASH!!	2	5
4	HARVEST MOON: A WONDERFUL LIFE	•	1
5	FINAL FANTASY: CRYSTAL CHRONICLES	1	2
6	SONIC HEROES	3	3
7	SUPER SMASH BROS. MELEE	5	27
8	JAMES BOND 007: EVERYTHING OR NOTHING	4	2
9	LUIGI'S MANSION	8	21
10	MVP BASEBALL 2004	•	1
11	SUPER MARIO SUNSHINE	10	15
12	MARIO PARTY 5	6	5
13	PAC-MAN WORLD 2 W/PAC-MAN VS.	11	4
14	SCOOBY-DOO!: MYSTERY MAYHEM	•	1
15	SUPER MONKEY BALL	9	8
16	DISNEY'S FINDING NEMO	•	6
17	NFL STREET	7	3
18	JAMES BOND 007: NIGHTFIRE	•	5
19	ANIMAL CROSSING	20	14
20	PHANTASY STAR ONLINE EPISODE III: C.A.R.D. REVOLUTION	•	1

*Sales data courtesy of the NPDFunworld TRSTS Video Game Source.

PLAYER'S CHOICE* NINTENDO GAMECUBE

		PRIOR POSITION	MONTHS ON CHART
1	TALES OF SYMPHONIA	•	1
2	THE LEGEND OF ZELDA: FOUR SWORDS ADVENTURES	1	2
3	METAL GEAR SOLID: THE TWIN SNAKES	2	4
4	MVP BASEBALL 2004	3	3
5	DONKEY KONGA	8	4
6	WARIOWARE, INC.: MEGA PARTY GAME$	5	3
7	JAMES BOND 007: EVERYTHING OR NOTHING	4	4
8	FINAL FANTASY: CRYSTAL CHRONICLES	9	9
9	BEYOND GOOD & EVIL	10	8
10	HARVEST MOON: A WONDERFUL LIFE	14	5
11	PRINCE OF PERSIA: THE SANDS OF TIME	13	6
12	POKéMON COLOSSEUM	7	5
13	CUSTOM ROBO	•	2
14	MARIO KART: DOUBLE DASH!!	6	8
15	PUYO POP FEVER	•	1
16	VIEWTIFUL JOE	12	12
17	SERIOUS SAM: NEXT ENCOUNTER	16	3
18	PHANTASY STAR ONLINE EPISODE III: C.A.R.D. REVOLUTION	20	5
19	SONIC HEROES	•	5
20	NFL STREET	•	4

*Player's Choice and Most Wanted information courtesy of the NP Krew.

Future Release

MOST WANTED

		PLATFORM	PRIOR POSITION	MO. ON CHART
1	METROID PRIME 2: ECHOES	GCN	2	5
2	PAPER MARIO 2	GCN	4	2
3	RESIDENT EVIL 4	GCN	1	13
4	THE LEGEND OF ZELDA: THE MINISH CAP	GBA	•	1
5	BATEN KAITOS	GCN	•	1

KEY:
NINTENDO GAMECUBE
GAME BOY ADVANCE

Game Boy

The unthinkable has happened! Mario & Luigi's six-month reign atop the GBA Player's Choice list has finally come to an end. Fawful's response: "Urggh. . . . Unless my mind is crazy, I have somehow managed to lose . . . this must be fate . . . urggh . . . I must accept the defeating . . ."

TOP-SELLING GAMES* GAME BOY

		PRIOR POSITION	MONTHS ON CHART
1	SUPER MARIO ADVANCE 4: SUPER MARIO BROS. 3	2	6
2	METROID: ZERO MISSION	1	2
3	POKéMON RUBY	4	12
4	POKéMON SAPPHIRE	5	10
5	YU-GI-OH!: WORLD CHAMPIONSHIP TOURNAMENT 2004	3	2
6	MARIO & LUIGI: SUPERSTAR SAGA	•	4
7	NAMCO MUSEUM	•	9
8	SPONGEBOB SQUAREPANTS: BATTLE FOR BIKINI BOTTOM	•	3
9	PAC-MAN COLLECTION	•	6
10	SONIC BATTLE	7	3

*Sales data courtesy of the NPDFunworld TRSTS Video Game Source.

PLAYER'S CHOICE* GAME BOY

		PRIOR POSITION	MONTHS ON CHART
1	METROID: ZERO MISSION	3	6
2	MARIO & LUIGI: SUPERSTAR SAGA	1	8
3	MARIO VS. DONKEY KONG	4	2
4	SHINING FORCE: RESURRECTION OF THE DARK DRAGON	6	2
5	MARIO GOLF: ADVANCE TOUR	•	1
6	FINAL FANTASY TACTICS ADVANCE	5	13
7	FIRE EMBLEM	2	10
8	GOLDEN SUN: THE LOST AGE	7	12
9	RIVER CITY RANSOM EX	•	1
10	SABRE WULF	•	1

*Player's Choice and Most Wanted information courtesy of the NP Krew.

MY NINTENDO

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- Access to Nintendo's official online forums and Nintendo Power chat

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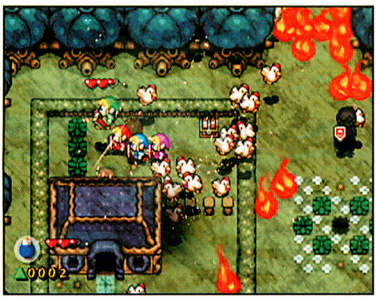
For information on registering your product, please visit http://www.nintendo.com/productreg

SCREEN TEST

What's afoot in the zany screenshot below? We've written the funniest material since Red Buttons retired, but if you think you're better, send your best lines to poweron@nintendopower.com.



The Great Cucco Riot of 1845 was Hyrule's saddest moment.

YOUR SCREEN TEST CAPTIONS

Our line was: Hey buddy, this one's taken.

MY EYES! MY EYES! —LegacyDude
Fifty stalls and I get the one with the terrorist. —festizo
Solid Snake reluctantly faces down FOXHOUND's newest member . . . Toilet Badger. —Yancy G.
Can I get one minute of privacy around here? —Will P.
Yo, you have any tissue? My stall's empty. —Amy A.
Surprise! Happy birthday! Oh . . . I guess this isn't a good time for cake, is it? —Patricia M.
To Snake's dismay, all the good hide and seek places were already taken. —Troy G.
Man, thanks for getting that door open. I've been stuck here for two hours! —Lucinda W.
Snake suddenly realized why his life meter had plummeted. —Linkamo
Listen, it's Super Chili Sunday, so get off! —Nick A.
Do you happen to know Sloprano the Great Mighty Poo? —Scott M.
Solid Snake was shocked to learn that Genome Soldiers didn't know how to operate a toilet lid. —Kumokgb
Whoa, what an odor! Good thing I picked up that gas mask earlier. —Steve B.
Snake? What's happening? Snake? Snaaaaaaake! —DD
Who does number two work for?! —Matt H.

A PERFECT GAMER

A lot of people love *Star Wars*. But Jeordie White, the bassist for the rock band A Perfect Circle, loves *Star Wars* more than most. "I have an entire storage space just filled with *Star Wars* stuff," he explains via phone during the band's current tour. "I have a couple wearable Stormtrooper outfits and almost all the toys." He can even recite the entire first movie [*Star Wars: A New Hope*] from memory. "I've probably seen it a couple thousand times. Maybe more. I've watched it religiously." This fanatical devotion is why we thought Jeordie would be perfect to review the latest *Star Wars* game—*Star Wars* Rogue Squadron III: Rebel Strike. Here's what he had to say:

"I've been into *Star Wars* since it came out in 1977 and I've played a lot of *Star Wars* games, but this is definitely one of the best. Of course, I'm definitely biased when it comes to *Star Wars* games. I usually like all of them because of the characters and the ships and the environments, but I think Rogue Squadron III was really fun. It's certainly the best of all the Rogue Squadron games. The graphics were great—though graphics get better and better each year, and technology gets better each year, so I'm sure the next one will be even better. The sound was also really good. It really sounded like the movies if you turned it up loud. It was also cool to see the footage from the movies in the middle of the game; that was a nice surprise.

I did think this was a little easier to play than some of the other *Star Wars* games I've played, though. I also didn't really have to read the manual to figure out the controls, which is good since I'm pretty lazy about that kind of stuff. Unfortunately, I didn't get very far in the game because we've been on tour, and there haven't been a lot of long drives—those are always good for playing games—but I actually plan on finishing it. Like I said, I love *Star Wars* video games, so I always try to finish them."

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IT SLICES, DICES, CUTS AND CHOPS—ALL AT ONCE! LINK'S NEW QUARTET-EPIC ROCKS.

THE LEGEND OF ZELDA® FOUR SWORDS ADVENTURES

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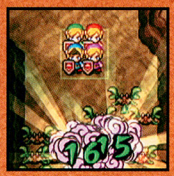
GET CONNECTED

You're lucky that you got your mag this month. Every time an NP Krew member called for a multiplayer session in Link's new epic, a few people got shanked in the cutthroat competition to join up. Fortunately, the single-player mode is incredible, too, so everyone had a moment in the Hyrulean sun. Hog the glory—in both modes—with our seasoned strategies.

The Link to a Blast

In Hyrulean Adventure, one of two games in Four Swords Adventures, you must purge evil from eight lands. We've got the lowdown on single-player survival, plus some multiplayer tips to help you achieve maximum notoriety.

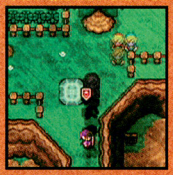


Whether you're playing solo or multiplayer, keep your eyes open for combo ops. The more enemies you can beat down with your blade (not other weapons) in short succession, the more Force Gems will rain down after the battle.

FORCE YOUR WAY THROUGH

The Four Sword, which splits Link into four heroes in the game's opening sequence, is also the key to breaking the magic barrier at each stage's end. But you can demolish it only after you power up your blade by pocketing 2,000 Force Gems. Leave no stone unturned, vegetation unburned or wall intact—you'll find not only gems but also power-ups and secrets.

GET REVENGE ON SHADOW LINK



The strange Shadow Link provokes Link into pulling the Four Sword from its shrine, releasing Vaati, the supremely evil wind sorceror who debuted in the GBA's Four Swords. Each time you meet Shadow Link, slash him before he runs to earn 100 Force Gems. If he jumps around, break your four-Link formation to set up an ambush.

SAVE HYRULE IN SINGLE-PLAYER MODE

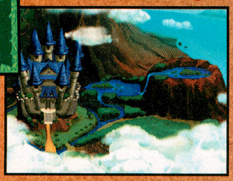
In the main adventure, Vaati returns to hijack Hyrule with thousands upon thousands of minions. Fortunately, there are four Links, and they can arrange themselves in four formations: wide (horizontal), long (vertical), cross and box. Each has its uses, whether to sweep up a litter of gems before they vanish, to gut foes efficiently or to solve puzzles. You can also disband the group and move a sole Link when needed.

MULTIPLAYER TWISTS

If there's one thing we love more than banding together to save Hyrule, it's stabbing each other in the back. In a multiplayer quest, each player uses a GBA to control his destiny and view interior action when he leaves the pack. To put multiplayer squads to the test, some areas' layouts are significantly different, and eight in-quest minigames open up in Tingle's Tower.

MAP KEY

Whereabouts of the Wind

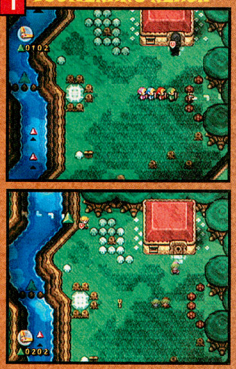


In the first land, you'll blaze through three stages in search of Vaati. You'll also get the hang of action that shifts to the GBA. In single-player mode, you can use a GCN Controller and see the GBA screen simulated on your TV. Use a GBA if you have one to hone your multiplayer edge!

LAKE HYLIA

In the first stage of Whereabouts of the Wind, you'll rampage across Lake Hylia and get a handle on using squad formations to scare up as many Force Gems as possible.

1 BOOMERANG REACH



After you get the boomerang from the first cave, toss it at the house key stashed behind the stumps. The boomerang will latch onto the key and return with it. Watch for distant Force Gems and throw the boomerang at 'em.

2 GO PYRO WITH THE FIRE ROD

Get the Fire Rod from the house's backyard, then set off a wildfire on the front lawn—one of many dazzling Wind Waker-style effects—to find Force Gems. Burn the stumps to reach a stone that covers a cave.

3 IT TAKES TWO TO TINGLE

When you swim under the bridge, the view will shift to the GBA. You must get into box formation to pull up a rock that bars passage, and to release the ever-odd Tingle.

MULTIPLAYER TIP

First Vaati, then gem-obsessed Tingle. Ugh. At least when you unleash Tingle on Hyrule, he'll open Tingle's Tower.

4 BREAK UP THE BAND

In the right-hand waterfall cave, disband and put each Link on one of the four buttons. They'll open the middle cave, where you must disband again and put one Link on a button that summons a bridge.

MULTIPLAYER TIP

The button is on the far side, so pick up a fellow player and hurl him across the gap.

5 MORPH THE TEAM

Go wide to push the huge block. Then walk onto the L-shaped transport in long formation and disband to put one Link on its jutting bit before he gets left behind. Use the box formation to trip the switch on the other side and open a room that holds the damage-halving Blue Bracelet.

6 MOB TAKES A HIT

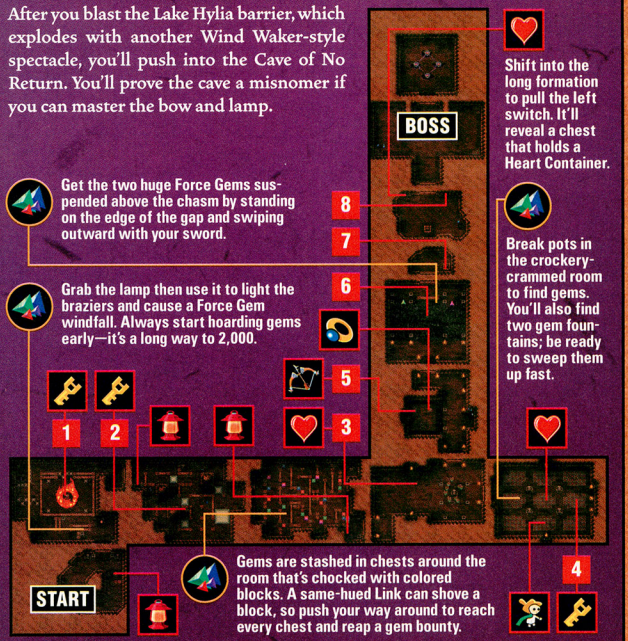
If the game's awesome special effects don't floor you, the sheer number of foes that come at you will. When the mob of knights defending the bridge floods toward you, get into wide formation and wade in with swords swinging.

BOSS CHIEF SOLDIER

To reach and hack through Vaati's first barrier, you must break down a crew of small soldiers and one large one. Shift between the wide and long formations as you cut up the small fry, then focus on the big guy. Duck around his charges and gash him from the sides.

CAVE OF NO RETURN

After you blast the Lake Hylia barrier, which explodes with another Wind Waker-style spectacle, you'll push into the Cave of No Return. You'll prove the cave a misnomer if you can master the bow and lamp.



Shift into the long formation to pull the left switch. It'll reveal a chest that holds a Heart Container.

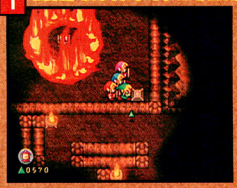
Get the two huge Force Gems suspended above the chasm by standing on the edge of the gap and swiping outward with your sword.

Break pots in the crockery-crammed room to find gems. You'll also find two gem fountains; be ready to sweep them up fast.

Grab the lamp then use it to light the braziers and cause a Force Gem windfall. Always start hoarding gems early—it's a long way to 2,000.

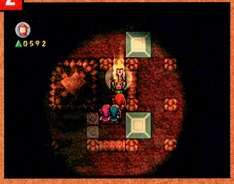
Gems are stashed in chests around the room that's chocked with colored blocks. A same-hued Link can shove a block, so push your way around to reach every chest and reap a gem bounty.

1 LIKE MOTHS TO A FLAME



The fire ring that shields the room key is awfully purty. But don't touch it or you'll be burned. Push the block in each corner of the room to turn off the fire.

2 EXTRA ELBOW GREASE



To reach the key in the second locked room, shove the midsized blocks out of your way using any formation in which all Links push (not the cross).

3 A ROOM WITH TWO VIEWS

If you step on a trapdoor, you'll fall to the divided hall—and onto your GBA screen. Step onto each door to reach every part of the hall and gain its riches.

4 POTTERY BARNSTORM

Clear the floor of pots quickly with charging strikes (by pushing B and the lunge direction simultaneously). You'll find a key in the east pile of pots, and a switch that reveals a chest (with a Heart Container inside) in the north pile.

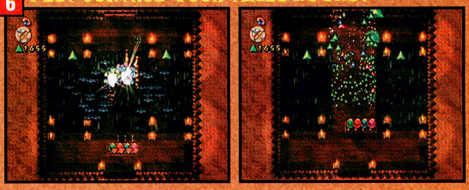
5 DETOUR FOR THE BOW

Unlock the north locked door. Before heading onward, throw a Link across the nearby gap and claim the bow and Blue Bracelet.

MULTIPLAYER TIP

All Links must cross the gap and step on buttons to reveal the bow.

6 PEST CONTROL—FOUR TIMES AS FAST



Light every brazier in the dark chasm by firing an arrow through each of four lit ones on the south ledge. Once it's done, a blizzard of bats will fly in. Go wide and fire volleys to clear them out quickly, but wait to clear the last bat until you've hit the distant switch that makes the bridge appear, or you won't be able to collect the gem windfall.

7 DISORIENT EXPRESS

In the GBA-screen maze, you must choose the correct branch or wind up back at the beginning. Choose the right, left then right paths to head out.

8 GO LONG, GO STRONG

Use the long formation to pull the narrow handles: the left one reveals a chest, the right opens the door.

BOSS SHADOW LINK

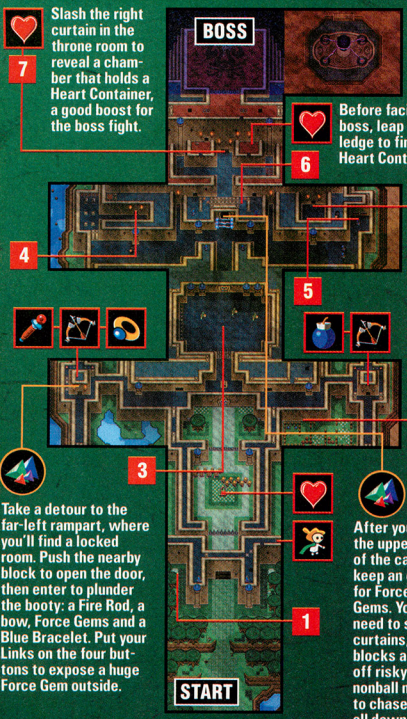
Shadow Link will at first drop bombs. Throw them back or fire arrows at him to daze him, then go in for a quick lunge before he can get his shield up. In time he'll change color. You must disband and send the matching Link to finish off Shadow Link.

MULTIPLAYER TIP

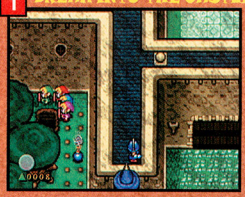
With multiple players swarming the foe, you'll hurt him quickly, but only the color-matched of Link can complete the job.

HYRULE CASTLE

Four Swords Adventures evokes much Zelda nostalgia. If you've played A Link to the Past, you'll get a hint of déjà vu in Hyrule Castle, but you'll soon discover a huge, never-before-seen side of the castle.



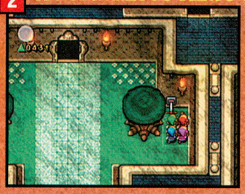
1 BREAK INTO THE CASTLE'S SIDE VIEW



The déjà vu starts early, when you realize that you're locked out of the castle and must find the secret entrance. Avoid the bomb-throwers on the parapets as you run to the left side and pull up a massive rock.

Enter the stairway to shift to the GBA screen. Old-school gamers rejoice: Link will be in side-scrolling profile—not seen since Zelda II! To reveal a path upward, have a Link stand on a button on each side of the gap. You'll need to hurl one Link over to reach the far button.

2 SIMULTANEOUS VIEWS SHOW A SOLUTION



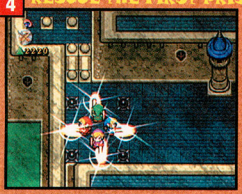
You'll reemerge atop the rampart to the right of the locked castle gate. Whack the gate switch then leap off the wall, enter the castle and vanquish a mob of soldiers and a huge knight in the first courtyard. In the second courtyard, pull the right lever to open the door.

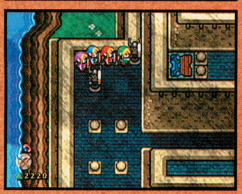
The great door inside is locked. To find the key, take the right path to the GBA-view room on the far-right rampart. Grab the bow and fire it through the door. Watch the TV: the arrow will hit a bridge switch on the south rampart. Cross the bridge then jump to the yard and use a nearby bomb to blast a wall crack—and find the key.

3 LINKS VS. LEGIONS

Unlock the great door to enter a yard and face a three-part battle. Use your sword to rack up combos (and higher gem rewards). First you'll take on a few soldiers. Second you'll go toe-to-toe with one ball-and-chain-swinging knight. Lunge with a swift strike when the ball passes. Finally you'll face dozens of soldiers; hack away in the long and wide formations.

4 RESCUE THE FIRST PRISONER . . .





On the back-left rampart, hit all four switches at once to open a path with the Spin Attack in cross formation. Drag the nearby statue onto the nearby button to open the jail window and shed light on a prisoner you must save inside the dungeon to the right.

5 . . . THEN THE SECOND ONE . . .

Go to the back-right rampart to find the second prisoner. Pull the wide switch in wide formation to collapse a wall, then walk through the breach, pick up the bomb and blast your way to the jailed creature. Head back to the upper gate, which had been protected by bomb-throwing soldiers and an electric field.

6 . . . TO UNLEASH FURY

The prisoners will join to form a Great Fairy that will bring destruction on the soldiers and the barrier. Slash curtains in the next room to find right and left paths that lead to four buttons. Push them all to open the way onward.

MULTIPLAYER TIP

In multiplayer mode, players must separate to push the four buttons simultaneously.

7 USURP THE THRONE

In the throne room, two statues will attack you. Fell each with a few blade strikes or one bomb blast. Then go into long formation, push the throne to the side and slash the curtains to reveal a side-scrolling GBA-based room with cannons that can propel you to the highest tower.

BOSS PHANTOM GANON

On the highest tower, you'll face the fiend that's seized the castle, but it's not Vaati—it's Phantom Ganon! If you met the shade in The Wind Waker you'll know how to beat him: volley his energy balls back at him with your sword until he plummets to earth, then slash him while he's down.

MULTIPLAYER TIP

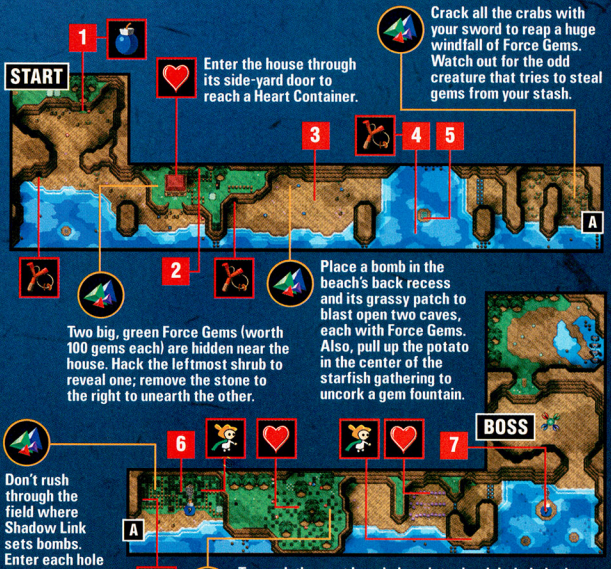
When multiple players attack Phantom Ganon, he'll send out a colored ball of energy. Slash at the ball with the like-hued Link to change its color; repeat color-matched slashes until the energy returns to hit Phantom Ganon. You'll have an easier time playing hot potato with the shade if the Links spread out from each other.

Eastern Hyrule

At the end of the Whereabouts of the Wind leg of your quest, you didn't find Vaati. But you did rescue the first of many maidens, who opens passage to Eastern Hyrule—where you'll cut through The Coast, the Village of the Blue Maiden and the Eastern Temple in search of her sister.

THE COAST

With only one family living on The Coast, the beach is a lonely place—except for the dozens of Octoroks and sea creatures that swarm the shores. Bombs will help you break through impasses; the slingshot will clear the crowds.



1 TICKING TIME BOMB

If you pull up the potato in front of the cave then push the revealed button, a giant bomb will drop. Run into the GBA-based cave to escape its explosion.

2 TNT ON THE GBA SCREEN

You won't be able to pass the neurotic housewife, but you can get around her to the side yard via a secret tunnel in the back. Drop a bomb at the point marked 2 on the map then enter the GBA-based tunnels. Blast a hole in the north and east walls to reach two buttons. Place a Link on each one to make a bridge that leads to the exit—and the side yard—appear.

3 OCTOROK AVOIDANCE

The blue Octoroks are incredibly difficult to destroy, requiring hits too numerous to tally. Leave 'em alone and avoid their projectiles.

4 SPLASH AND SPELUNK FOR A FANCY SLINGSHOT

Before you step onto the island, enter the whirlpool to dive onto the GBA screen. Swim fast (by pressing A) to reach caves that hold the slingshot and a Great Fairy. (Listen for the Great Fairy's signature music coming from your TV!) Throw the slingshot into the pool; she'll upgrade it so it shoots three Deku Nuts at once.

5 GO BALLISTIC

Assume the box formation then step on the island pad to trigger an aquatic ambush. Make short work of the foes with three-nut slingshots and use your shield to rebuff their spit projectiles.

6 JUMP INTO THE FOXHOLES

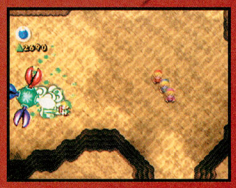
Shadow Link will hover above the garden and throw down huge bombs. Hack plants to find holes that you can dive into—or else you'll be KO'd when the countdown hits zero.

Since the garden is partitioned, you'll also need to enter the GBA-based holes to weave your way to the exit on the right side.

7 DIVE FOR COVER

Shadow Link reattempts his giant-bomb routine in the final cove. Dive to avoid the explosion, but mind the dueling countdowns: the bomb's (nine seconds) and the dive-limit counter's (five seconds). Swim underwater to collect all the gems, then exit the area.

BOSS MANHANDLA



The beach boss has four claws, each of a different color. Destroy each one with the matching Link. The creature will spin faster every time it loses a claw.

MULTIPLAYER TIP

A full party of players can cut through the boss in short order. Since the four-clawed baddie spins faster with each limb loss, however, send the best player against the beast when it's a whirling dervish.

VILLAGE OF THE BLUE MAIDEN

The plot thickens when you enter the village, where you'll hear tales of vanishing children and Dark World portals. You'll want an upgraded blade ASAP, but you'll have a hard time scoring 2,000 gems unless you dig deep, ram trees and cave walls, gash Shadow Link and score in the target range.

If you didn't nab 2,000 Force Gems during your village run, you may find the difference in the exit stretch. You'll need the Roc's Feather to jump to one gem and the shovel to dig up another. Outrace Tingle to get a third Force Gem.

You'll find many Force Gems around the four-doored building in the Dark World. Take a lamp with you to burn any barriers in your way.

Visit the firing range on the GBA screen to get 10 arrows. Shoot them out the window to pierce gems that float on the TV screen.

Once you've slipped on the Pegasus Boots, you can dash into certain trees and shake loose Force Gems—try it on the tree in the village square.

The long, thin building and its yard are home to many Force Gems in both the Light World and the Dark World. You'll need bombs and the Pegasus Boots to reach them all.

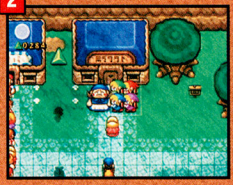
After you gain the shovel from the Seeker's Guild leader, watch for the tips of Force Gems poking out of the ground. Dig at such spots to turn up the sword-charging jewels.

1 TALES FROM THE DARK SIDE

Speak to the elder, who will lament the village's ills. Afterward, search the field until you see a sparkly spot, then return to the man to get a Moon Pearl.

Once you've used a pearl to turn sparkly spots into Dark World portals, you won't get to use it again—but you can reuse the two-way portal. In the Dark World, seek the the one-way Light World portal to reach a new area.

2 BARGE YOUR WAY IN



A woman bars passage to her shop; shove her out of the way then get the Moon Pearl inside. Use it to open the Moon Gate to the south, then leap in for Dark World action on the GBA screen.

Speak to the man who runs the maze race to take the challenge. Race to the kid at the finish line in 20 seconds to get the Pegasus Boots in his house. (If you fail, return to the Dark World and come back to the Light World later.)

3 SEEK INSIGHTS

Many families have had children vanish, and they're in line at the Seeker's Guild. Enter from the right side and speak to the leader. He'll ask you to gather insights from four Seekers scattered around town. Use the Pegasus Boots to bash through the line and reach one of the Seekers.

4 A SECOND SEEKER

You'll find another Seeker in the four-doored building found in the southeast corner of the village. Burn the stump that blocks passage to the house (use the lamp next door then recoup your Pegasus Boots). Then enter to glean an insight from the Seeker, who's been spying on the mage stationed in the house.

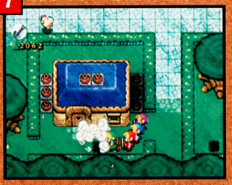
5 FERRET OUT A THIRD

Dash down to the southwest corner of town to find a third Seeker, who has been standing within earshot of a mage in a glen to the immediate south. Speak with him to gain a third insight into the mystery at hand.

6 WRAP UP THE MISSION

You'll find a fourth Seeker near the point marked E on page 35. Chat him up to collect the fourth piece of info, then return to the Seeker's Guild and speak to the leader. He'll help you assemble the four tidbits into a major revelation, then tell you the whereabouts of a secret tunnel and give you the shovel.

7 DIG UP A ROMANTIC MINIQUEST



Dig in front of the house in the southeast area of the village to find a tunnel. Get a lamp then follow the tunnel to the nearby park. Head south to the glen and put a Link on each of the buttons to reveal a Moon Pearl. Use it to turn the sparkly spot in the park into a Dark World portal. Enter it, then burn the stumps that block passage to the red-roofed house's side door. The broken-hearted girl inside will give you a letter.

8 THE ROC'S FEATHER

Return to to the Light World then have a chat with the girl's beau in the field in the north part of the village. He'll take the letter from you and give you the Roc's Feather. Make a quick run to the glen in the southwest part of the village and get the Moon Pearl from a mage—you'll need it to open the last Dark World portal.

9 IT TAKES A VILLAGE

MULTIPLAYER TIP

Getting all players across the gap in the thin building is tricky in a multiplayer game. Only one player can hold the Roc's Feather, so the gifted one must pick up each non-feathered player and hop him across the gap separately.

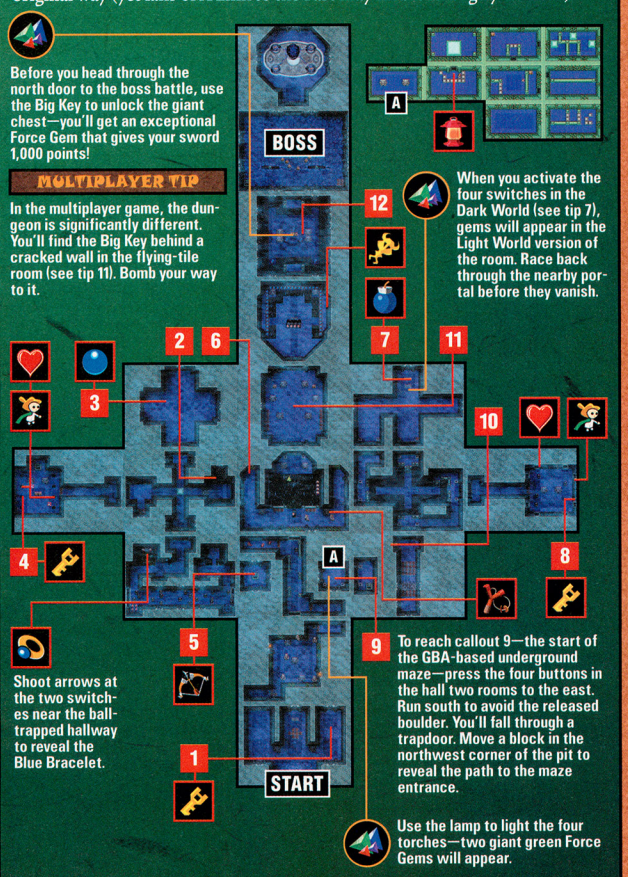
Walk to the northern spot at point E with the pearl in hand to open the final Dark World portal. Before you enter, head into the thin building then leap over the gap (with the Roc's Feather). Use your team to push the barrels and reach the mage. She'll give you a book; take it to the magician in the Dark World (at callout 9). She'll return home to the Light World. Visit it to find a way to the final stretch.

BOSS SHADOW LINK

In the first boss battle to span both the TV and the GBA screens, you'll pursue Shadow Link from the Light World to the Dark World and back again as he hurls bombs. Strike him with your crew until he changes to a color, then continue the assault with the Link of the matching hue.

EASTERN TEMPLE

You'll find a second imprisoned maiden in the depths of Eastern Temple. The dungeon works its way onto both the TV and the GBA screens in an utterly original way (yet fans of A Link to the Past may find it strangely familiar).



Before you head through the north door to the boss battle, use the Big Key to unlock the giant chest—you'll get an exceptional Force Gem that gives your sword 1,000 points!

MULTIPLAYER TIP

In the multiplayer game, the dungeon is significantly different. You'll find the Big Key behind a cracked wall in the flying-tile room (see tip 11). Bomb your way to it.

When you activate the four switches in the Dark World (see tip 7), gems will appear in the Light World version of the room. Race back through the nearby portal before they vanish.

Shoot arrows at the two switches near the ball-trapped hallway to reveal the Blue Bracelet.

To reach callout 9—the start of the GBA-based underground maze—press the four buttons in the hall two rooms to the east. Run south to avoid the released boulder. You'll fall through a trapdoor. Move a block in the northwest corner of the pit to reveal the path to the maze entrance.

Use the lamp to light the four torches—two giant green Force Gems will appear.

1 FLAILING IN FORMATION

Don't press the center buttons, or you'll fall victim to the first of many traps. Instead, use the cross formation to stand on the floor indentations to reveal the key.

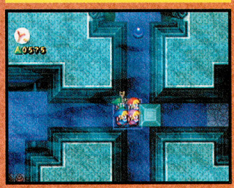
2 PLUNDER THE HUB ROOM

In the hub room, grab the slingshot then position Links on the western floor indentations to unlock the west door. Go through it and shoot at the switches to open the path.

3 GRAB THE MOON PEARL

When you first face the movable block in the intersection, push it left and head up to the enemy-crammed room. Defeat the wizard and skeletons to gain the Moon Pearl.

4 LEAP FOR THE KEY



Return to the intersection with the pearl. Drop it then move the block south and head to the west room. Leap down the floor holes (as you sidestep the whirling menaces) to fall onto GBA-based ledges where you can gather much treasure and, most importantly, a door key.

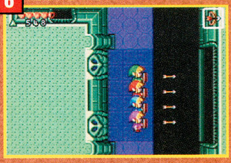
5 GO WITH THE DARK-WORLD FLOW

Return to the intersection, push the block east and go to the south door. Open it with the key. Pick up the Moon Pearl that you dropped earlier then carry it south. Use the pearl to open a Dark World portal that you can enter to avoid running against the tide of hallway balls—and to reach the bow to the east.

MULTIPLAYER TIP

When a player enters the Dark World, he can see himself clearly on the GBA screen while watching himself as a shadow in the TV-based Light World. He can also levitate his Light World friends by picking them up with his shadow form. Only one player can enter the Dark World portal, so he must levitate his friends over the balls that plague the hallway.

6 EXPOSE THE HUB'S MYSTERY



You can't use a portal to avoid the balls on the return trip, so wait for a break in the flow then run. Return to the hub and slash vines north of the west door to open a secret GBA-based room. Fire arrows in long formation through the room's breach, then watch them sail across the hub on the TV and strike four switches, revealing a bridge.

MULTIPLAYER TIP

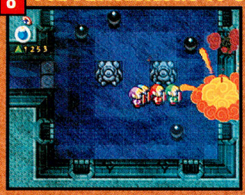
The design of the hub and the secret room is different in multiplayer mode. The bridge switches are on the west side, and you can shoot them from the east side of the hub room if you remove a barrier. Players without bows must remain standing on switches in the GBA-based secret room to make the barrier vanish; the remaining Links must go to the hub and shoot.

7 SCARE UP THE BOMBS

Go to the eastern part of the temple and head north from the two-tiered room to reach a hall full of wizards. Sidestep the fireball-hurlers and slash their sides to defeat them all.

After they've all fallen, you'll gain their Moon Pearl. Use it to turn the room's sparkly spot into a portal. Enter the Dark World and pull the four switches to reveal the bomb in the Light World.

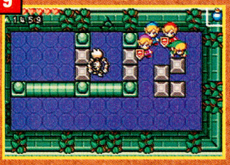
8 USE DEMOLITIONS TO GET THE KEY



Return to the two-tiered room and head east to the room with the ball crossfire. Blast open cracked walls to find secret rooms filled with treasure, and a tunnel downward.

Enter the tunnel and bomb through all obstacles until you reach the key. You won't be able to return the way you came, so blast through the upward path and carry the key back to the two-tiered room then unlock the south door.

9 THE UNDERGROUND MAZE



You might look at the Eastern Temple map on page 37 and wonder where the heck the underground maze is. It's big, puzzling and deviously designed, and it's all explored via the GBA screen. Enter via the point marked 9, then work counterclockwise through the maze—bombing weak walls, hacking through vines and moving floor blocks—to reach the final prize, the lamp.

10 LEAVING THE EAST WING BEHIND

To return to the two-tiered room, push the block at the end of the line on the GBA to unlock the maze exit at point 10. Return to the north room (where the fireball wizards were) and use the lamp to light the two braziers—it opens the path back to the temple hub. (If you light all braziers in the two-tiered room, possible only if you use the brazier-opened doors, you'll score huge gems.)

11 EXTREME REMODEL

Floor tiles and major chunks of the room will fly up and hurtle at you in the room just beyond the main hub. Stick close to the perimeter, or assume a cross formation and spin continuously to bash the debris to pieces (you'll get better bonus gems).

MULTIPLAYER

The tile room is vastly different in a multiplayer game. There are fewer flying hazards to deal with, plus there are many Force Gems to collect. Gather the gems on the right and left then the center. You'll fall to a multiplayer-only room. In it, push the large block aside to open a path out of the pit that leads toward the tile room's exit. One other major difference: you'll find the Big Key in the tile room, not in the bomb room to the north.

12 FIGHT THE WIZARDS

To reach the final wizard's room, exploit the bomb-stuffed hall to break open the secret room on its right side and claim the Big Key. Proceed north to the wizard's room, clear the rat infestation quickly then beat the wizard before he siphons all of your gems.

BOSS STONE ARRGHUS

You may have faced Arrghus in A Link to the Past, but you've never faced the mountainous monstrosity of Stone Arrghus, a boss with a central eye surrounded by whirling mini-eyes. Dive into a hole to get the boomerang . . .

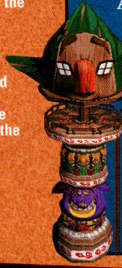
. . . then climb back to the boss, go into long formation and fire boomerangs at its mini-eyes to pull them off. Destroy all mini-eyes, then slash at the main eye until Stone Arrghus falls at last.

MULTIPLAYER TIP

Stone Arrghus demands true squad-based teamwork in a multiplayer session. Its mini-eyes are different colors, and only the Link whose color matches a mini-eye can pull it off with his boomerang.

TINGLE'S TOWER: MUST-SEE OR MADNESS?

After you've liberated a region, Tingle's Tower will appear in the region's multiplayer mode. Each completion also adds one of eight insane minigames (two pictured below) to the tower, which rewards winners with Force Fairies.



BUCKING BRONCO

After you complete Whereabouts of the Wind, you'll unlock a racing challenge that weaves on and off of the GBA screen as you leap high for gems and chomp at the bit for carrots.

CUCCO WRANGLERS

Saving Eastern Hyrule opens a minigame that challenges players to catch and throw the most Cuccos into a pen. The race spans the field, tunnels and the Dark World.

Shadow Battle

Hyrulean Adventure is an epic single-player achievement and a *major* multiplayer coup, and Four Swords Adventures goes the extra multiplayer mile with Shadow Battle. It's juvenile perfection. Want to clash, slash and talk trash? You and your foes will each need a GBA to play.

OFFSCREEN SUCKER PUNCH

Shadow Battle offers five initial battlefields with a shared challenge: to be the last hero standing. Since the action flows seamlessly between the TV and the GBA, hide in a GBA area (like a cave), wait for a foe to run by outside (on the TV), and blast him from afar!

MAKE 'EM CRY LIKE BABIES

You can always violate a foe's personal space by picking him up, but he'll feel even more insulted when you do it from the Dark World. Other players won't be able to come to your victim's rescue unless they pursue you via a portal.

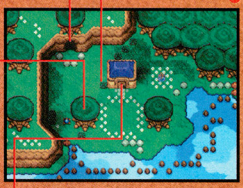
KO'D HEROES CAN MAKE TROUBLE

A round of Shadow Battle doesn't end until there's *only one* Link standing. If you lose all health, you'll fall to the ground, but if the battle's not over you can claw across the field and wreak havoc on the remaining players by tripping booby-trap buttons.

THE FIELD

When fighting in The Field, run to the back of the GBA-based cave and whack the button to drop a flurry of monsters onto the TV screen.

Pull the rug out from under your foes by pressing the button hidden under the bush beside the house. It'll open a trapdoor in the middle of the front lawn.



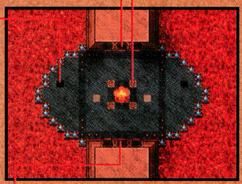
Revenge is a dish best served with bees, so use the Pegasus Boots from the cave to dash a swarm out of a tree. Then run for cover.

Weapons will appear on the blue tile. Hit the switch in the GBA-based house when a player goes for one—lit bombs will drop around him.

TOWER OF FLAMES

The tower is all about setting off fire explosions. Run into the north bunker and stand on the button to make flames lap at the center square's corners.

The four pots around the center geyser hide buttons. Place a Link on a button to make the geyser spew in the two directions farthest from you (the northeast button trips south- and west-spewing gushers).



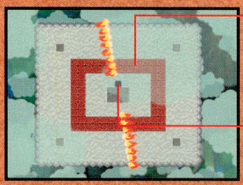
Dive into the two holes on the field to fall into a GBA pit that holds four buttons, each of which makes a portion of the arena vanish—hopefully sending TV players to lava doom.

Duck into the south bunker and hit the switch to summon a storm of bombs. Since the field's border is made of bombs, the results can be disastrous.

HYRULE CASTLE

A Shadow Battle at Hyrule Castle pares down the challenge to hack-and-slash brutality. On the battlefield, guards assault all players. Now and then a Dark World portal will open. If you enter you can go to the GBA realm for 10 seconds. There you can tip the battle in your favor by grabbing weapons and picking up Light World players to put them in harm's way.

ABOVE THE CLOUDS

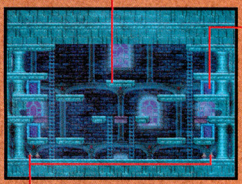


You'll make war on a cloud bank as two lines of fire rotate slowly around the arena. The center is safe, but you'll need to run across the colored area when it's the same color as your tunic.

If you make it to the center, you'll have access to a hole that drops into a GBA-based pit. Hit the switch inside to reverse the sweep of the fire lines—and to panic your cloud-dwelling foes!

TOWER OF WINDS

There's nowhere to hide in the Tower of Winds, because both its Light World and Dark World have a massive booby-trap. In both worlds, however, you can walk off ledges to execute a downward blade strike.



When you use the gates in the Light World, you'll reappear on your GBA in the Dark World, where you can trip four switches to release a giant bomb in the Light World. Prevent your foes from escaping to their GBAs by picking them up from the Dark World—they'll suffer extreme damage.

You can retaliate against players hiding in the Dark World by triggering one of two switches on the Light World tower's floor—normal-sized bombs will scatter around the Dark World.

Two-View Hyrule

Hopefully we haven't left you high and dry with our partial walk-through—especially since Death Mountain looms dead ahead—but the game is so huge that we'd have to devote the whole magazine to Hyrulean Adventure alone. Next month we'll bring you further coverage of the cutting-edge game!

E³ 2004
THE INSIDE STORY

For all the highlights from the show, head to nintendo.com!

As Nintendo preps its E³ shockers, NP's the only mag that gets all the big exclusives before the show! Check out our first wave of news on the biggest eye-openers.

Nintendo DS—Revealed!

Dual screens? That one concept fueled worldwide speculation when Nintendo President Satoru Iwata dropped the bombshell in mid-2003. The reality of the Nintendo DS far outshines our wildest dreams. Details were late-breaking, so we stopped the presses to give you the exclusive scoop on the Nintendo DS—a personal entertainment *and* communications system that will revolutionize video games. We saw the dual screen coming, but we couldn't have imagined its possibilities—or the DS's other major features: 3-D graphics that exceed the Nintendo 64's, touch-screen gameplay and wireless technology that will literally bring the whole world of gaming together. But more on that next month! For now, bask in the glory of a just a few DS games that will make E³ history.

Dual-Screen Evolution!

Super Mario 64X4

In Super Mario 64x4, up to four players can explore the kingdom as Mario, Luigi, Yoshi and Wario. You'll see your character in one screen and a map in the other, which you can touch to turn the camera on other players!

NEXT ISSUE:
WE BLOW THE LID OFF THE NINTENDO DS!

Touch-Screen Gameplay!

Metroid Prime™: Hunters

You'll use a stylus to control much of the action in Metroid Prime: Hunters, a first-person battle game in which you'll touch the stylus to the screen to aim and fire, rotate the camera and transform into a Morph Ball—unbelievable.

A Worldwide Wireless Revolution!

PictoChat

Animal Crossing™ DS

We're already wondering how we ever lived without it. Wireless gaming will bring inventive communication like PictoChat to life, and just imagine what it could mean for games such as Animal Crossing DS!

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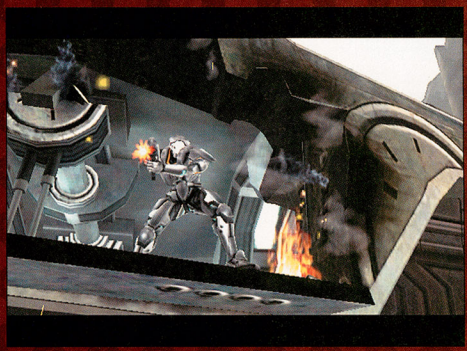
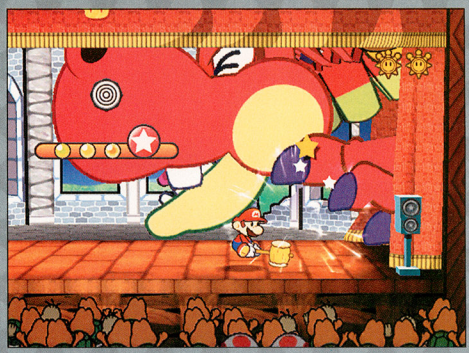
Metroid Prime 2: Echoes



Metroid Prime gave gamers such a sweet ride in 2002 that Nintendo could have tricked out the sequel with a few decals and fuzzy dice and it would probably have sold like crazy. But Nintendo knows what gamers want from sequels—perfection plus some—and Metroid Prime 2: Echoes will give until it hurts. Samus won't be exploring just one world, for instance. After landing on the new planet of Aether, she'll find that it's taken an apocalyptic hit from a Phazon meteor that's caused a dimensional rift. So she'll explore the *dual* worlds of Light Aether, where the peaceful Luminoth fight for their lives, and Dark Aether, from which the violent Ing spawn. Though the Phazon-hungry Space Pirates are in full force on both realms, the new Ing may trump them for sheer vileness, able to decompose into inky shadows that spray through the air to recompose elsewhere. Creepy. The two worlds also tie into Samus's new Light Beam and Dark Beam with an innovative dual-ammo system that will keep you on your toes. In perhaps the hugest surprise, Metroid Prime 2 will include a Metroid first: a multiplayer fragfest in which bounty hunters gun for each other, grapple across ceilings and go ballistic as Morph Balls. No doubt, Metroid Prime 2 will dominate 2004.

Paper Mario 2



Many gamers were so bedazzled by the coming launch of the GCN that they missed Paper Mario, which many critics called the N64's best RPG, if not the best RPG of 2002. The sequel will be stacked to the rafters with the elements that made Paper Mario fun—clever 2-D graphics, great characters and hilarious dialogue—plus much more. Mario fans will be delighted; they'll meet a huge cast of old friends and new characters (like cloud-gal Flurrie), plus see Mario use his paper thinness to fold into an airplane and other useful forms. RPG addicts will love the battle system—action-packed fights requiring fast reflexes play out on a stage in front of a demanding audience that will either help your cause or pelt poor Mario with trash.

3RD-PARTY THRILLS

As we wrap up Volume 181 and head off to E³, we're hearing more about the many third-party games destined for the Nintendo GameCube and Game Boy Advance. Soak up screenshots from some of the titles that are sure to make noise at E³. Then tune in for next month's game-announcement extravaganza.

GoldenEye: Rouge Agent/ Electronic Arts

Killer 7/Capcom

Viewtiful Joe 2/Capcom

Resident Evil 4

Sensing that Resident Evil fans were hungry for fresh meat, Capcom abandoned the RE4 shown at last year's E³ and put RE series creator Shinji Mikami back in the director's chair to create a concept that would make fans scream so loud they'd wake the dead. Which brings us to one radical change: the game's rabid denizens, shown here swarming through an Eastern European village, are not zombies, claims producer Hiroyuki Kobayashi. They're far smarter and faster, which lends to RE4's new skin-of-your-teeth pacing. Another change: the new over-the-shoulder perspective pitches gamers headlong into one dire situation after the next. We've seen the hero, RE2's Leon S. Kennedy, tear through a house under attack by mad villagers, using targeted shots to pop kneecaps and blast weapons from hands. Looks like RE4's blood transfusion mixed in a lot of turbo juice.

Geist

The E³ crowds got a sneak peek of Geist last year, and the supernatural first-person shooter thrilled gamers with its unique scare-and-possess gameplay. One year later, Geist is making its fleshed-out debut, and its surprises are legion. You'll play as Raimi, a military operative who's captured as he infiltrates a shadowy corporation. When he's subjected to a cruel experiment, Raimi's spirit is cleaved from his body, and you'll use his spectral powers to scare any human (or animal!) that you encounter as you roam the headquarters in search of his corpus. Each victim that you possess will offer up unique skills and weapons, which will help you push ever deeper into the HQ to discover the truth. And you'll serve up plenty of disembodied street justice along the way. Geist will also bring its scare tactics to a one-of-a-kind multiplayer mode—part fragfest, part frightfest.

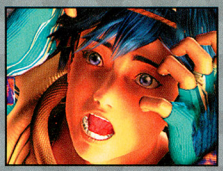
Tom Clancy's Rainbow Six 3/ Ubisoft

Madden NFL 2005/ Electronic Arts

NBA Live 2005/Electronic Arts

NASCAR Thunder 2005/ Electronic Arts

Baten Kaitos



Card-based RPGs have been in vogue for a few years, but we've never seen the genre lavished with as much eye candy as Namco's giving Baten Kaitos. You'll guide its hero through villages, cities and sub-worlds that burst with splendor and squalor. On the journey, you'll create Magnus Cards by drawing the essence of items onto blank cards, then wield the cards in battle and to solve puzzles throughout the realm. Give RPG fans a magic-casting inch and they'll take a mile—Baten Kaitos plans to keep 'em happy with over 1,000 unique Magnus Cards. With such glorious ambitions, Baten Kaitos might have the final say on fantasy.

Star Fox

Star Fox Adventures showed Fox McCloud's fans a never-before-seen planet-exploring side of the space ace. But some Fox aficionados longed for the pure combat action last unleashed in Star Fox 64. The upcoming Star Fox game, developed by the combat-shooter masters at Namco, sends McCloud back into action in space and ground missions, not only shooting from his Arwing but also firing on foot and from the Landmaster Tank. Still not enough warfare for ya? How about this: up to four players bite at each other's throat in four-way split-screen multiplayer combat that rages on the ground and in the air simultaneously!

Pikmin 2

More types of Pikmin, more than 60 bizarre foes, more realms to scavenge—there's so much *more* to Pikmin 2, the follow-up to Shigeru Miyamoto's wondrous creation. The new purple Pikmin (serious heavyweights) and white Pikmin (toxic avengers) join the mass-action strategy game this time around, as does Captain Olimar's sidekick, Louie, who lets the player (or two players!) mass-command Pikmin in two separate squads. The addition of new randomly generated underground labyrinths and a fierce two-player battle mode to the already-packed game may prove Pikmin 2 to be the most extravagant sequel of the year.

FIFA Soccer 2005/
Electronic Arts

NCAA Football 2005/
Electronic Arts

Catwoman/Electronic Arts

WWE Day of Reckoning/THQ

Advance Wars: Under Fire

After two GBA tours of duty, the Advance Wars series is opening a new front on the GCN—and leaving turn-based battles behind. Real-time gameplay will let you assume control of a leader within your army, use him to lead a squad into battle, and then shift your focus to other leaders while deployed squads carry out orders. If you do well by your soldiers, they'll be promoted and gain more abilities to bring to battle. Real-time war simulation has been tricky to pull off on consoles, but Advance Wars: Under Fire has the firepower to do the job!

Donkey Konga

It's been several years since Samba de Amigo's maracas went quiet, so music-lovin' party people can't wait to get their paws on Nintendo's DK Bongo Controller. In Donkey Konga, the first title to tap into the percussive peripheral, you'll use the DK Bongo to drum and clap along to tunes like "Whip It," "All the Small Things" and classic Nintendo themes in four game modes: Street Performance (to earn dough for unlocking more music), Challenge (which pits one player against a song barrage), Vs. (which throws POW Blocks into two-player drum battles) and Jam Session (for two to four players and gut-bustingly hilarious).

Donkey Konga will come with one pair of bongos—out-of-the-box gameplay for one player. You'll be able to buy more bongos separately.

Donkey Kong Jungle Beat

Ensuring that Donkey Konga won't be a one-hit wonder, Nintendo's already got a second drum-based game in the works. In Donkey Kong Jungle Beat, the DK Bongos will be put to *wildly* different use as the driving force behind an all-new jungle adventure. All of the action—running, swinging, boxing, cart-riding and much more—will be fueled by the bongos for a high-impact experience that will be among the most original games ever launched on a Nintendo platform.

The must-hear game will be one of the biggest must-see titles on the Nintendo GameCube. Check out these exclusive screen shots to glimpse some of the most outrageous graphics on the GCN!

Harry Potter and the Prisoner of Azkaban/Electronic Arts

The Incredibles/THQ

Mega Man X Command Mission/Capcom

Mega Man Anniversary Collection (GCN)/Capcom

The Legend of Zelda: The Minish Cap

Nintendo has kept the The Legend of Zelda: The Minish Cap for the Game Boy Advance under very tight wraps. After the thrilling resurrection of A Link to the Past on the GBA, Zelda fans have been demanding more handheld Hyrule, and The Minish Cap will deliver like never before. In his visionary new adventure, Link dons a magical cap that lets him shrink to wee size and enter a fantastic realm—the supersmall world underfoot. There he'll help the Minish people rid their homeland of overwhelming problems like Chu Chus, which might be small 'taters in Hyrule but are boss-sized to Minish citizens. And in a stunning twist on the Legend of Zelda tradition, Link will draw on Kinstone relics to unlock Hyrule's many new secrets—but only after he finds and rejoins a relic's shards to trigger its specific effect, like an explosion that reveals a cave or the sudden growth of a skyscraping beanstalk that lets Link climb into the clouds. The trick will be to find matching shards that comprise a Kinstone. Fortunately, The Minish Cap will use the Game Boy Advance Wireless Adapter (see below) to make trading a breeze with other wireless Hyrulean heroes who may have shards that you don't. Zelda games always surprise us when we least expect it—the NP Krew doffs its cap to the ever-evolving series.

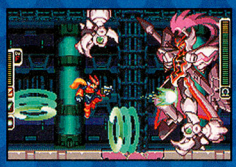
The World of Wireless

The upcoming Game Boy Advance Wireless Adapter is the answer to our multiplayer prayers, allowing fast-and-furious gameplay with other wireless GBA players. Paks must be wireless-compatible to give you the cable-free experience; check out this issue's news on the first-up Pokémon titles. In the coming months we'll fill you in on the many wireless-compatible Paks still to come.

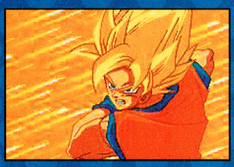
Pokémon FireRed and Pokémon LeafGreen will be the first GBA titles to use wireless gameplay—see full details on page 100.

Cut the cord! Be free! Without the tangle of cables to bog players down, GBA and GBA SP gamers will draw upon the power of on-the-fly gameplay—the envy of the rest of the gaming world.

Mega Man Anniversary Collection (GBA)/Capcom



Mega Man Zero 3/Capcom

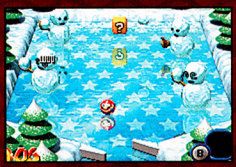


Dragon Ball Z: Super Sonic Warriors/Atari

Yu-Gi-Oh!: Reshef of Destruction/Konami

Mario Pinball

Way more than a typical pinball title with a Mario makeover, Mario Pinball is a Bowser-busting GBA adventure in which the hero bounds through the Mushroom Kingdom. With flippers to guide him, you'll send Mario through a 3-D isometric world of single-screen fields (no midbounce screen shifts!) as you search for Star Keys, defeat foes, topple huge bosses and buy helpful items like the Thunderbolt. It's a great surprise for E³.



F-Zero: GP Legend

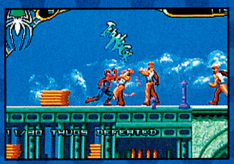
New and classic F-Zero competitors storm the tracks in F-Zero: GP Legend, the latest cyber-racer in the intense series. The biggest stunner under GP Legend's hood is its Story mode, in which you'll be able to race as one of eight characters and play through multiple plotlines that span the galaxy. With four Grand Prix cups, time trials and Challenge mode, F-Zero: GP Legend will keep cyber-racing fans on the cutting edge of speed.

Final Fantasy I & II

The most popular RPG series in the universe started with a big bang. Experience its origins in an updated GBA release of the original two games on a single Game Pak with new stories, extra dungeons and enhanced RPG systems. FF I, for example, is augmented with the Soul of Chaos, four ever-changing dungeons with bosses from later in the series—like the Ghost Train. And in FF II, the Soul of Rebirth extra will unfurl an all-new story.

Kingdom Hearts: Chain of Memories

Square Enix is showing major love to the GBA, which will see not only the Final Fantasy Pak, but also the next chapter of Kingdom Hearts, the megahit series that merges the worlds of Final Fantasy and Disney for surprisingly non-kiddie effect. The GBA game will feature an exclusive card-battling system and incredibly rich graphics sure to make RPG fans swoon.



Spider-Man 2/Activision

Digimon Racing/Bandai

Astro Boy: Omega Factor/Sega

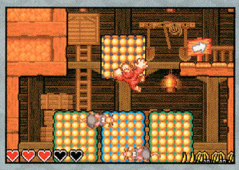
Banjo Pilot/THQ

Donkey Kong Country 2

The return of DKC2 is another amazing example of Nintendo's Kong-sized sequels for E³ 2004. The Super NES blockbuster returns on the GBA to send Diddy and sidekick Dixie—who lets down her hair to helicopter through areas—in search of Donkey Kong. But DKC2 will also cram in loads of new multiplayer action, including the breakneck jungle-runs in Expresso's Racing and chopper missions of Funky's Flights.

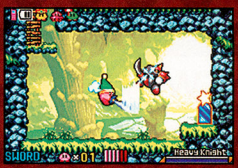
DK: King of Swing

Between his bongo-based GCN moves and his fresh GBA style in DK: King of Swing, the ape's gotta be the busiest animal in the biz. In King of Swing, the L and R Buttons control DK's hands as you swing him from one grip point to the next, charging up momentum for daring leaps, tackling foes in midswing and whirling through acrobatic challenges. For such a big celebrity, Donkey Kong's certainly not resting on his laurels.



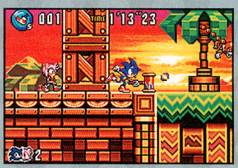
Kirby & The Amazing Mirror

Copy-happy Kirby has always been the most well-rounded 2-D dude around, so we're stoked for his new quest, in which Meta Knight cleaves Kirby into four heroes for a Kingdom of Mirrors rescue mission. In single-player mode, you control one Kirby and can summon his three buddies, who swarm in on autopilot to wreak havoc on your behalf. And in linked multiplayer mode, up to four players can work together to defeat evil.



Sonic Advance 3

Sega rejiggered Sonic gameplay to include sidekicks in Sonic Heroes for the GCN, and Sonic's upcoming GBA platformer will follow in its footsteps. You'll select two of five characters for your single-player team, then use their combined abilities in sprawling levels. Sega's staying in step with multiplayer innovation, too: up to four linked players can take on co-op missions.



Coming Up Next

As the NP Krew heads off to E³, we're confident that even more supershockers are in store for the video-game glitterati at the event. Next month, we'll have amazing news on all fronts—including on the Nintendo DS!—but you won't need to wait to overdose on E³ news. Many of the show's big titles will hit shelves so soon that you can read in-depth coverage on them in this issue!

More of E³ hits—In This issue!

Game Boy Video ..... page 82
Harry Potter and the Prisoner of Azkaban ..... page 90
The Legend of Zelda: Four Swords Adventures ..... page 30
Mario Golf: Advance Tour ..... page 74
Tales of Symphonia ..... page 78
Tom Clancy's Splinter Cell Pandora Tomorrow ..... page 60
Virtua Quest ..... page 56

SPOTLIGHT ON ACTIVISION®

ACTIVISION, NOW IN ITS 25TH YEAR, HAS PUBLISHED HITS FOR EVERY NINTENDO SYSTEM. NP LOOKS AT THE PAST, PRESENT AND FUTURE.

Since the days of the Atari 2600, Activision has entertained players with some of the best games around—from Kaboom! and Pitfall in the early '80s to MechWarrior 2, True Crime and the Tony Hawk's Pro Skater series in the '90s and the new century. Recent deals with Disney, Marvel and DreamWorks guarantee that the company will continue to produce popular games for years to come. This month's poster features the first two Activison-DreamWorks collaborations.

The Tony Hawk's Pro Skater games have defined the extreme sports genre. The latest entry, Tony Hawk's Underground, has taken the series to a new level.

With their frenetic take on pure vehicular destruction, the Vigilante 8 games tore up the N64 in 1999 and 2000.

One of the most pleasant surprises of 2002, Minority Report proved that film adaptations can work as great stand-alone adventures.

A WORD FROM THE PRESIDENT

On the occasion of Activision's 25th anniversary, we asked the president of Activision Publishing, Kathy Vrabeck, where the company's been and where it's going. Here's what she had to say:

NP: How has the video game business changed in the 25 years that Activision has been operating?

KV: The video game industry has changed dramatically over the past 25 years, from the time when Activision was the only third-party publisher and the Atari [2600] was the only platform. Video games have evolved from being a niche market to becoming a popular mass-market form of entertainment. By the end of 2004, industry analysts are expecting the installed base of consoles to reach more than 100 million in the U.S. and Europe, an unprecedented number. As a result, there are more games being released on a monthly basis than ever before. The technological advancements with each evolution of the hardware systems have enabled us to deliver games with production values that more closely resemble film- and television- and CD-audio-quality music, voice-overs and sound effects. We expect that the next generation of hardware will offer greater levels of processing power to deliver even more realistic graphics and sound.

NP: How do you balance the business side of game publishing with the creative side?

KV: At Activision, we have closely integrated the development and publishing sides of our business. Our global brand-management team partners with their studio counterparts on every title from the outset of each project. Throughout the entire game-development process, they work collaboratively to ensure that the games we are making meet consumers' expectations.

NP: The Tony Hawk's Pro Skater series is one of the industry's most popular, groundbreaking series. What's the key to its success?

KV: Neversoft is a very talented and highly creative developer that has consistently been able to innovate the franchise. They understand the Tony Hawk consumer and what that consumer's looking for. Year after year, they have been able to deliver new experiences that match the consumer's expectations.

NP: How do you sustain popularity in a franchise that is updated nearly every year, like Tony Hawk's Pro Skater?

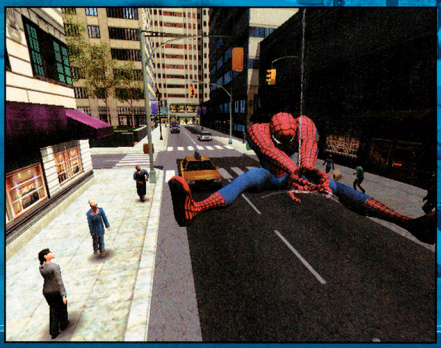
KV: At their core, the Tony Hawk titles have just been great games. Again, this speaks to the strength of Neversoft, who clearly understands how to continually innovate the genre and take the game into new and exciting directions that consumers are looking for. Additionally, we feel that we've been able to take the marketing of these games to a new level each year.

NP: What is Activision's process for deciding what types of games and features gamers will like?

KV: Our philosophy is to partner with consumers on every title to better understand what they like and dislike. Since most games have a two-year development cycle, we are continually obtaining consumer feedback throughout the entire development process. This includes everything from concept testing to extensive play testing to better understand consumer's needs.

SPIDER-MAN 2

Due out in late June, Activision and Treyarch's latest Spider-Man adventure goes beyond the scope of the upcoming Spider-Man movie sequel with exclusive locations, side stories and classic villains (such as the magnificent Mysterio) not seen in the film. Spidey is more nimble than ever, displaying a collection of new combat moves and the ability to swing, dive, jump and climb anywhere in the open urban environment. You can follow the film story or roam the city in search of petty criminals and opportunities to perform good deeds. Treyarch has collaborated with Activision on a variety of winning titles, including Kelly Slater's Pro Surfer and the game adaptation of Minority Report.



X-MEN LEGENDS

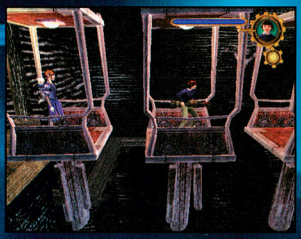
Wolverine, Gambit, Storm and Phoenix lead more than a dozen of the most popular X-Men from Marvel Comics' rich mutant history in a cel-shaded action-RPG that redefines tactical combat. Drawing from a pool of heroes, each with unique mutant powers and fighting skills, players assemble teams of four to take on Magneto's forces. The abilities of the individuals and the power of mutant pairings help determine the team's path through the game's environments. After racking up battle experience, players can customize their teams, giving the members more and better mutant powers. The game story is tied to that of Marvel's X-Men comics from recent years, and features battles with the likes of the Brotherhood of Evil and the Sentinels. Developer Raven Software has made a name for itself with a series of popular PC FPS titles, such as Heretic and Soldier of Fortune.

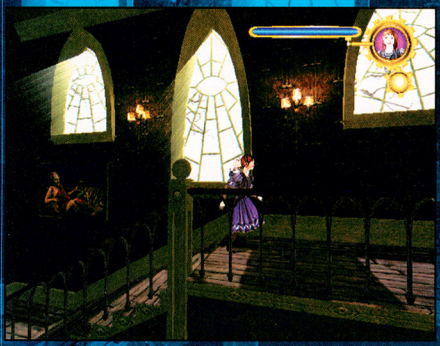
DREAMWORKS'S SHARK TALE

Hot on the heels of Shrek 2, DreamWorks is releasing a new CG-animated comedy that features a fast-talking fish and fresh beats. Activision's 25-mission underwater action game follows the story of the *Shark Tale* film while offering a boatload of new adventures for the funny fish Oscar and his pals. While searching for the easy path to fame and fortune, players guide Oscar past the toothy dangers of the deep and submerge themselves in the hip culture of Reef City. Edge of Reality, the developer of Activision's recent release Pitfall: The Lost Expedition, is producing the GCN game, while Vicarious Visions is creating the GBA title. Both games and the film are due out in October.

LEMONY SNICKET'S A SERIES OF UNFORTUNATE EVENTS

Based on the film adaptation of the first three *Lemony Snicket* books, Amaze Entertainment's Lemony Snicket's A Series of Unfortunate Events chronicles the adventures of the Baudelaire orphans, Violet, Klaus and Sunny, as they run from greedy Count Olaf and his creepy cohorts. In the action-platformer, players switch control between the children (each of whom has unique skills) to solve puzzles and collect tools that they can use to create a number of unusual inventions. Expect plenty of running and jumping in elaborate gothic settings on both the GCN and the GBA. The games and film are due out by the end of the year.





SHREK 2
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Comic Mischief
Violence
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RATING PENDING
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Visit www.esrb.org or call 1-800-771-3772 for Rating Information.

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THE MOVIES

Peter Molyneux's Lionhead Studios, the group that developed the groundbreaking PC title Black & White, is taking on Tinseltown in the highly anticipated Hollywood sim, The Movies. Spanning the years 1900 through 2010, the game tests your ability to develop and manage a studio, build a talented pool of actors and crewmembers, and make and market films. You can take charge of every detail, down to the size of your star's trailer and the location of the craft services table, or hire assistants to sweat out the details while you focus on the big picture. As the years pass, you can research technology and be the first to make movies with sound and color, then forge into the future. Success will bring you fame, fortune and gold statuettes.

CALL OF DUTY: FINEST HOUR

Relive World War II's most intense battles in the combat boots of Russian, British and U.S. forces in the first GCN installment of the recently established PC series, Call of Duty. Developed by Spark Unlimited (whose team members are veterans of several titles in the Medal of Honor series), the game covers three Ally-led campaigns set in North Africa and the Eastern Front. The first-person-perspective squad-based combat sim challenges players to lead a unit through heavy fighting in enemy territory on foot and in vehicles. Finest Hour's thoroughly researched details and cinematic special effects create a heightened sense of realism that engages the player and gives a feeling for the chaos of war.

A QUARTER OF A CENTURY AND STILL GOING STRONG

Activision has sent players on countless missions through battlefields, tubular waves, alien worlds and championship skate parks, and they show no signs of slowing down. The coming months look to be some of the company's most active yet, producing a wide variety of sure hits. Whether you thrive on action or prefer strategy or comic platformers, you'll find tons of titles in Activision's lineup that will make you want to keep playing for the next 25 years.

CUSTOM ROBO™

WIN YOUR VERY OWN CUSTOM ROBO

Custom Robo battling has quickly become a popular and highly competitive pastime. Bounty Hunters such as the Steel Hearts are scouring the world for the very best Custom Robo designs. Rumor has it that the infamous Z Syndicate is on a similar mission. Here's your chance to prove your elite Robo Commander skills! Does your Custom Robo have what it takes to beat the competition? Submit your best Custom Robo design to see how you size up to other robo commanders. We'll pit the winners against each other in the final Robo Rumble battle in Volume 185.

HOW TO ENTER

To enter the Robo Rumble contest, send in the following:

- One complete Custom Robo design accompanied by a photo that shows the five parts you've chosen (body, bombs, gun, legs and pod). The authorities have agreed to allow Custom Robo designs to have one illegal part; robos with more than one illegal part will be confiscated and disqualified! Please provide a list of your robo's parts if you can't send a photo.
- A written description of and battle strategy for your Custom Robo (150 words or less). Explain why you chose the parts you did and how they fit into your battle strategy. (Creative, in-character entries—for instance, as a robo commander—are preferred but not required.)

Add a little punch to your entry by including the following fun details (not required to enter the contest):

- Your own Custom Robo taunt (one sentence) to rile up the competition.
- A statement of allegiance with either the Steel Hearts or the Z Syndicate.

You must submit your Robo Rumble entries (by mail only) no later than August 16, 2004. Check out upcoming issues for robo-battle tips and contest updates. We'll reveal the outcome of the Robo Rumble in Volume 185, so send in your entries now!

Submit them to:
Nintendo Power
Custom Robo Contest
P.O. Box 97063
Redmond, WA 98073-9763

ROBO RUMBLE CONTEST

GRAND PRIZE 1 Winner

The grand-prize winner will receive a one-of-a-kind Custom Robo model. The Custom Robo development team will work with a model company to create a lifelike version of the winner's Custom Robo.

SECOND PRIZE 1 Winner

The second-prize winner will score a framed Custom Robo poster signed by the comic artists at Dreamwave Productions. The poster will feature art from the exclusive Custom Robo comic that will appear in Nintendo Power this fall.

THIRD PRIZE 14 Winners

Third-prize winners will each win a Custom Robo T-shirt. The slick duds, which were designed exclusively for the Robo Rumble contest, sport a bright, embroidered Custom Robo logo.

ONLINE INFO:

Check out customrobo.com each month during the contest for even more information. You'll find a full list of the robo parts we've highlighted in the month's contest strategy tips, and movies that demonstrate the part types in battle.

OFFICIAL CONTEST RULES:

NO PURCHASE NECESSARY. PURCHASE WILL NOT IMPROVE ODDS OF WINNING. Only legal U.S. or Canadian residents ages 13 and over (excluding Puerto Rico and Quebec) who are not employees of Nintendo of America Inc. ("NOA") or its affiliates (or their immediate families) are eligible to enter. Void where prohibited. Contest period is 5/20/2004 to 8/16/2004. To enter, print your name, address, telephone number, and the words "Custom Robo" on an 8 1/2" x 11" piece of paper. On the same sheet of paper, list your Robo parts (Robo part selection limited to one illegal part) and write an essay that is 150 words or less describing your Custom Robo parts chosen and battle strategy. Mail the entry to this address:

NINTENDO POWER
CUSTOM ROBO
P.O. BOX 97063
REDMOND, WA 98073-9763

Entries limited to one per person. To be eligible to win a prize, entries must be received by NOA by 8/16/2004 ("Entry Deadline"). NOA is not responsible for: (a) late, lost, illegible, or misdirected mail; (b) disruptions or damages due to events beyond NOA's control; or (c) printing or typographical errors. On or about 8/20/2004, winners will be determined based on: (a) 40% Robo design and (b) 60% written description of Robo. In the event of a tie, NOA will contact qualifiers to write a new 200-word essay on a topic of NOA's choice. NOA will attempt to notify winners by mail by 9/15/2004. Prizes not claimed within 14 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Unless prohibited by law, winners consent to NOA's promotional use of their names, likenesses and other personal information without further compensation. Odds of winning depend on total number of eligible entries received. Many will enter, a total of 16 will win. No transfer or substitution of prizes permitted, except that NOA may substitute a prize of equal or greater value for any prize. For a copy of these rules, or (after 9/15/2004) a list of winners, send your request to the address above. VT residents may omit return postage. Grand Prize: One (1) Grand Prize winner will receive a model of his/her Custom Robo. Approximate Retail Value (ARV) of Grand prize package is $5,000.00. Second Prize: One (1) Second Prize winner will receive an autographed Custom Robo poster; ARV: $300.00. Third Prizes: Fourteen (14) Third Prize winners will each receive a Custom Robo T-shirt, ARV: $20.00 each. Prizes awarded may be different than products shown. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Canadian duties and brokerage fee/taxes may apply. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. Affidavits not returned within 20 days after notification will result in prize forfeiture. By entering, you (and, if you are a minor, your parents or legal guardians) release NOA, its parent, and their affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the Contest or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). If prize has high liability) IF YOU ARE A MINOR, YOUR PARENTS OR LEGAL GUARDIANS AGREE TO INDEMNIFY EACH OF THE RELEASED PARTIES FROM ANY SUCH CLAIMS, COSTS, INJURIES, LOSSES OR DAMAGES SUFFERED BY YOU. Entrants agree to be bound by these Rules and NOA's decisions, which are final. NOA may change these Rules and/or suspend or cancel the Contest at any time if causes beyond NOA's control affect the administration of the Contest or NOA otherwise becomes (in its sole discretion) incapable of running the Contest as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. The Contest and all accompanying materials are Copyright © 2004 by Nintendo of America.

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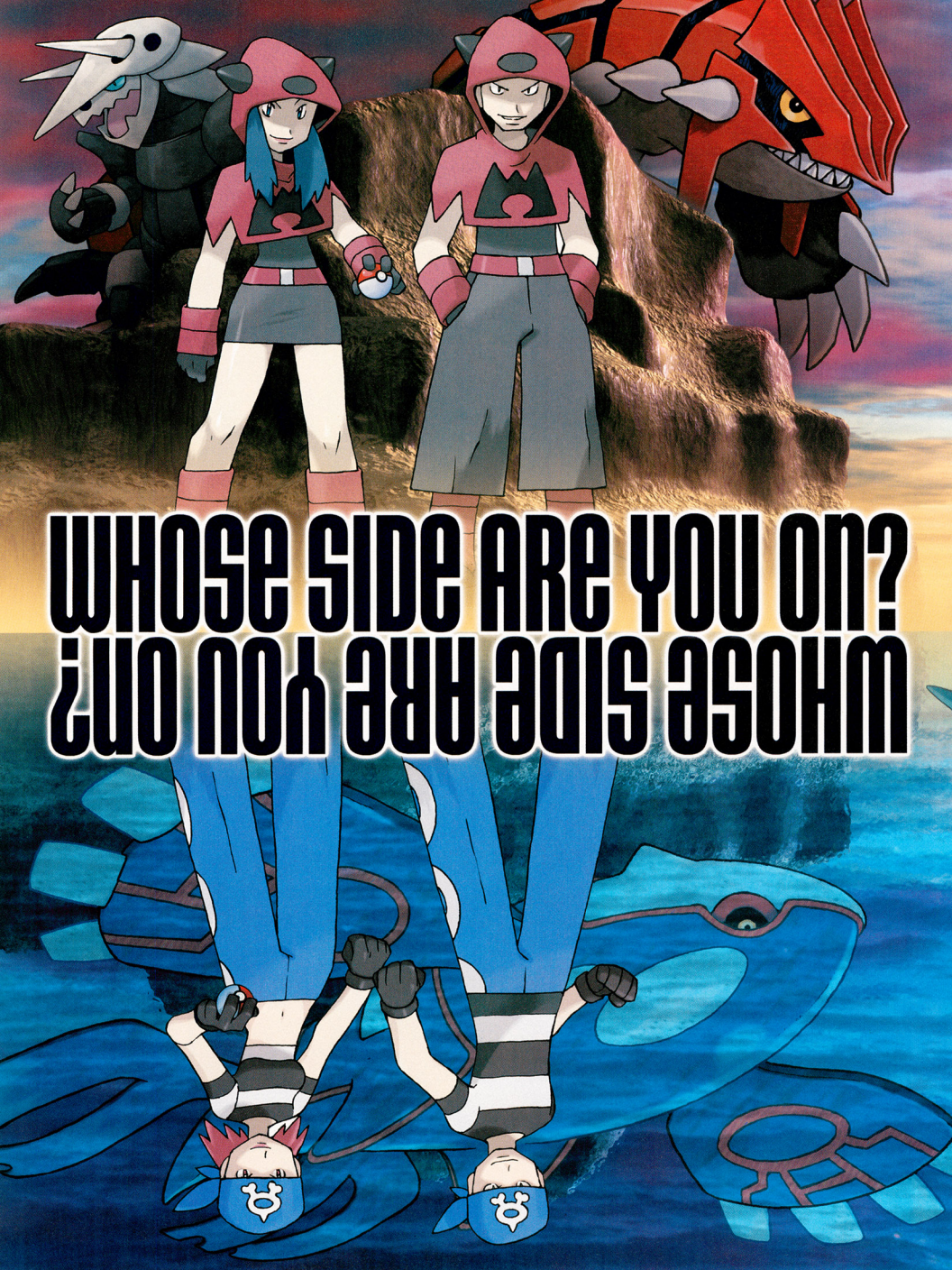
TEEN
CONTENT RATED BY ESRB
Comic Mischief
Mild Fantasy Violence

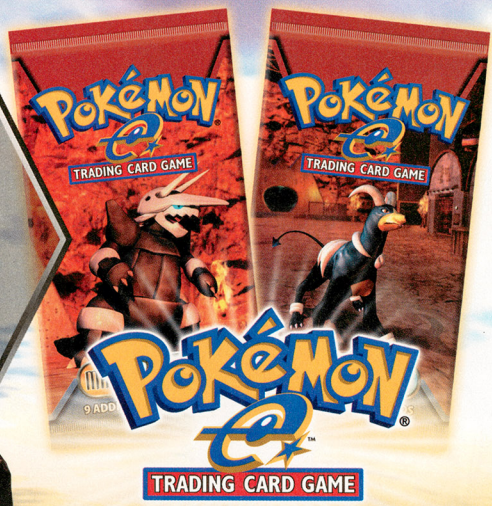

WHOSE SIDE ARE YOU ON?

TEAM MAGMA NEEDS YOU!

Pokémon-e Trading Card Game: EX Team Magma vs Team Aqua is here – Join Team Magma and rule an arid planet where Pokémon reign supreme! Prepare for battle with:

- 95 new cards – including 14 new trainer cards
- 59 Team Magma and Team Aqua Pokémon
- Dual Energy type Pokémon for enhanced game play

Only one team will rule the planet. Make sure it's Team Magma!



TEAM MAGMA EX VS TEAM AQUA

TEAM AQUA EX VS TEAM MAGMA

TEAM AQUA NEEDS YOU!

Pokémon-e Trading Card Game: EX Team Magma vs Team Aqua is here – Join Team Aqua, start a massive flood, and lead water-type Pokémon to take over the planet! Prepare for battle with:

- 95 new cards – including 14 new trainer cards
- 59 Team Magma and Team Aqua Pokémon
- Dual Energy type Pokémon for enhanced game play

Only one team will rule the planet. Make sure it's Team Aqua!

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VIRTUA QUEST™

SEGA'S LEGENDARY FIGHTERS BRING THEIR FISTICUFFS TO AN ALL-NEW ACTION-RPG FOR NINTENDO GAMECUBE.

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The Evolution of a Genre

Sega's "Virtua" moniker has long been synonymous with taking established genres in bold new directions. Virtua Racing was one of the first games (car-based or otherwise) to feature fully polygonal graphics. Virtua Cop revived light-gun shooters with its dynamic camera angles. And, of course, the Virtua Fighter series brought unparalleled depth and freedom of movement to one-on-one fighting games. Later this year, Sega's storied AM2 studio will attempt to give action-RPGs a similar kick in the pants with Virtua Quest.

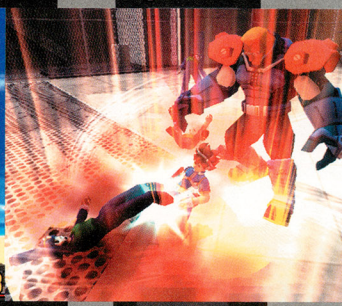
Part story-driven adventure, part 3-D beat-em'-up, Virtua Quest stars a young treasure hunter named Sei (pronounced "Say") who discovers that he has the power to unlock Virtua Souls—data clusters that contain information on the martial-arts abilities of the Virtua Fighters. Sei's gift catches the attention of the Judgment 6, a mysterious syndicate composed of political and industrial elites. The group is bent on gaining control of the vast virtual world that people rely upon for many of their daily needs, and the Virtua Souls would give them the power to do so.

To help him fight the good fight, Sei will learn more than 45 special moves from the Virtua Souls that he collects. Though each of the maneuvers will look familiar to Virtua Fighter fans (see the comparison to the right), they're much easier to pull off. It's a good thing, too, since more often than not you'll be facing multiple opponents at once—something Akira and company never had to worry about. As your experience level increases, the moves that you've learned will become stronger and more effective. Sei is also equipped with an Energy Wire that enables him to grab onto enemies and chain together devastating combos.

In addition to ensnaring enemies, Sei can use the Energy Wire to swing from hooks such as this one.

Virtua Fighter

Virtua Quest



In the screenshot on the left, Wolf demonstrates his Giant Swing in the Sega Saturn version of Virtua Fighter. (Remember when those were cutting-edge graphics?) The shot on the right illustrates Sei utlizing the same move to damage not only the enemy in his grasp, but the big guy behind him as well.

Before Sei can master a new move, he must train with one of the game's legendary fighters.

No RPG is complete without cinematic cut scenes.

Developer Q&A

Sega's AM2 studio is responsible for some of the company's most successful games (including Daytona USA, Space Harrier and most of the Virtua titles). We recently had the opportunity to ask producer Makoto Osaki a few questions about the team's latest project.

Nintendo Power: Can you describe the structure of the game for us?
Makoto Osaki: This is a story that rolls out in Nexus, a virtual-reality world, which exists on a server. The key is the data of Virtua Fighters' souls, called Virtua Souls. This data has become legend, and it is said that a user will be able to break robust security within the server if they obtain it. Focusing on obtaining these Virtua Souls, Sei (the game's hero) gets involved with the evil organization Judgment Six.

NP: How did the idea for the game originate?
MO: To begin with, the first talk was "how should we expand the Virtua Fighter franchise?" The series has become hard for new users to enter, as its game system is now very sophisticated. Therefore, we made a decision that it would be appropriate to develop a game of the action-adventure type for players new to the Virtua Fighter franchise.

NP: We've already seen Akira make an appearance. Which other Virtua Fighter characters can we expect to see in the game?
MO: Many characters such as Jacky, Sarah, Pai, Kage, Wolf and so on will appear. About to what extent they will appear, please look forward to the further news in the future.

NP: Does the game take place in the same universe as Virtua Fighter, and if not, how do the VF characters fit into the game's world?
MO: The story will be held in the future of the Virtua Fighter world. Virtua Fighters will initiate Sei as a master warrior by training him in the VF techniques.

NP: Tell us a bit about how the battle system works.
MO: In Virtua Quest battles, you have an easier control scheme than in VF. With a single press of a button, you can perform both normal attacks and the VF special techniques. Input of complicated commands is not required. Also, with Sei's Energy Wire (a device used to latch onto airborne platforms/enemies), you can pull out a whole set of interesting combos.

NP: The Virtua Fighter series is renowned for its depth and complexity. How have you translated those fighting moves into an action-RPG?
MO: The fighting in Virtua Fighter is locked to a 2-D plane, even though the game is presented in 3-D. With this title, we wanted to give players the refreshing feeling of performing techniques easily while roaming expansive 3-D environments. Players will experience a true sense of accomplishment when they perform a difficult combo by combining every single technique, then seeing that it can be pulled off over and over again with relative ease.

NP: What role does the Judgment 6 play and who comprises the group?
MO: Judgment 6 is a conglomerate organization that consists of the six megacorporations of the world. It has immense influence, from weapon development to international politics. Its aim is to control and ultimately to rule the world from behind the scenes. The organization has six executives, called by code names taken from tarot cards.

NP: What are some of the Energy Wire's uses?
MO: You can use the wire just by flipping the C Stick. During battles, if you flip the stick forward against a floating (airborne) enemy, you will approach it, and if you flip the stick back, you can draw the enemy closer to you. When you find hooks dotted about the stages' landscapes, if you flip the C Stick either forward or back, you can hang on them like a pendulum.

NP: How do the data chips work?
MO: They play the same role as money does in other games; you can trade the data chips you collected at shops in order to get enhancement tools. Enhancement tools allow for a variety of new skills, like increasing your physical strength or your offensive power.

NP: How much focus is being put on narrative and character development? Do they play a big part in the game or is there a greater focus on action?
MO: As opposed to VF, the story and characters in Virtua Quest are very important.

NP: Describe the benefits and challenges you faced while developing this game, compared with other Sega titles, for the Nintendo GameCube.
MO: What a developer feels during development is always vague and I often forget it after the development finishes, but I thank you for giving me a chance to put it down in writing before I forget.
Well . . . about what I acquired. . . .
Though I was involved with this genre for the first time in my career (with the development of Virtua Quest), I could very much recognize right off the bat the importance of the stage designs and the logic designs of the camera. Also, I had to think seriously about how we would assign functions to the GCN Controller, which has a very large A Button and a tiny B Button. Even if the character animation itself is excellent, if the control setup was bad, it'd ruin the game. The [button] assignment (especially the default one) should feel intuitive the moment the player touches the Controller. I am confident that we have accomplished this. It was also difficult to arrange for 3-D spaces that wouldn't give stress to the player. You see, we wanted to make sure that the game had a pleasant feel.

NP: What are some of the team's sources of creative inspiration as they work on the game?
MO: Well . . . games used to be exciting. They had novelty. They had a "futuristic" feeling. But now, the Internet is hot, and it is recognized as a dominant form of amusement. One example of "amusement" in using the Internet is that you enter your comment on some BBS and watch how people react. There is a possibility that reactions may come from people on the other side of the world.

The point is that communication is fun, and I thought if I could entwine it with games, that'd be exciting. So . . . I would say that the Internet itself has been a core inspiration, and that is why this title is set in a virtual world.

NP: What other developers does the team most admire or respect?
MO: Fortunately, I had an opportunity to talk with the staff of R & D No. 1 from the Nintendo headquarters about the nature of gameplay. I was much impressed that they had a very straightforward attitude concerning quality.

NP: What are some of the team's current favorite games?
MO: Do you mean the whole team? As there are various people in a game company, it is hard to determine an integrated taste. I myself like foreign games. Particularly, I love military FPS games.

NP: Thank you so much for your time. Any parting words for our readers?
MO: This title is a totally new form of action-RPG different from the style of VF. Look forward to this game. . . . We prepared an epic story, as well as the core action gameplay that AM2 specializes in.

The Quest Is On

There's still much we don't know about Virtua Quest, but we're excited about its action-heavy bent—especially considering the developers' pedigree (Mr. Osaki worked on Virtua Fighter 2). If the game lives up to its name, we could be in store for an action-RPG unlike any other. We'll update you on its progress over the coming months.

Tom Clancy's SPLINTER CELL® PANDORA TOMORROW™

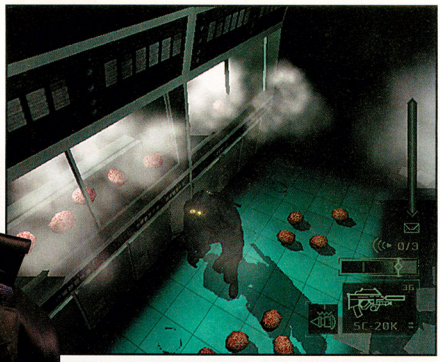
SUBJECT: SAM FISHER
AKA: SPLINTER CELL
OCCUPATION: SPECIAL FORCES
SOURCE: NINTENDO POWER

NOTES:

SAM FISHER IS RETURNING TO THE NINTENDO GAMECUBE IN UBISOFT'S HIGH-TECH THRILLER, TOM CLANCY'S SPLINTER CELL PANDORA TOMORROW. YOU'LL NEED TO GUIDE THE GHOST THROUGH MULTIPLE MASSIVE LEVELS IF YOU HOPE TO FOIL A TERRORIST PLOT AND PREVENT A BIOLOGICAL DISASTER ON U.S. SOIL. THEY HAVE BOTH TIME AND NUMBERS ON THEIR SIDE. GOOD THING YOU HAVE THE TOOLS AND THE TALENT.

ALONE IN THE DARKNESS

Beginning with a huge explosion and ending with a knuckle-biting finale, Tom Clancy's Splinter Cell set a new standard for stealth-based action games. The protagonist, Sam Fisher, carries on the tradition of operatives such as Solid Snake while adding his own brand of gruff charm. An antihero with little patience for the rule book, Fisher does whatever it takes to preserve the peace and save the country. In the original Splinter Cell, he stopped a corrupt Russian dictator who was threatening the world with electronic disaster. In Splinter Cell Pandora Tomorrow the stakes are higher. A charismatic terrorist has started a rebellion in Indonesia, but that is only a cover for his true plan—to punish the United States by releasing smallpox germs across the country. Fisher will need to travel the world and put his life on the line many times over to stop the plans from reaching fruition. Luckily, risking his neck is Sam's forte.

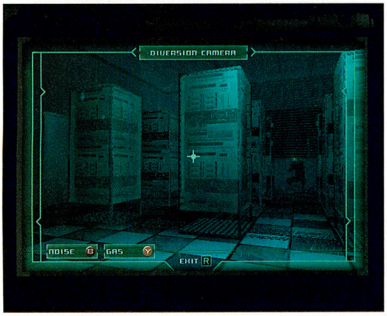


Darkness is Sam's best friend, and the two of them have a long, healthy relationship. In the shadows, patrolling guards can walk right past him and not suspect a thing. Staying in the gloom was a huge aspect of the first Splinter Cell, and Pandora Tomorrow has refined the system even further. Much of the game's action take place in the outdoors, so you'll need to consider the landscape. If you scurry through a patch of tall swamp grass, you're likely to set the fronds waving and attract attention. You could also make a flock of birds take wing, which might catch the eye of a sentry in a guard tower.

If espionage excellence is what you demand, Splinter Cell Pandora Tomorrow is sure to please. Fisher is a Splinter Cell—an operative who specializes in entering situations in which overwhelming force is useless. And as a Splinter Cell, Fisher works alone. His missions are based around stealth, not aggression. If you run into a situation with guns blazing, you'll be cut down faster than a stray shaft of wheat. Whether you're infiltrating an enemy training camp or diffusing a hostage situation in a foreign embassy, you'll be facing long odds against overwhelming forces. How do you even those odds? It all starts in the dark.

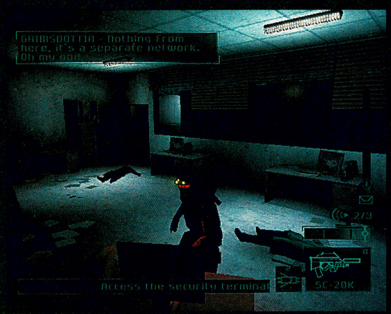
KNOW YOUR ENEMIES

Speaking of the guards, they have a few tricks of their own. The AI has been improved to make Sam's adversaries some of the smartest ever put on a disc. Guards will talk to each other, move in groups and sweep an area if they feel something is amiss. Some are even equipped with night-vision goggles, which can render your shadowy hiding place useless in a heartbeat. Spotlights, mines, trip wires, guard dogs and more will all do their best to make Sam's missions end in embarrassing failure. And then there's the new alarm system. Some levels will end if you set off even a single alarm, but others let you trip up to three. The first time an alarm goes off, however, the guards will put on bullet-proof vests; the second alarm will cause them to don helmets. It puts even more pressure on you to stay hidden, silent and out of harm's way.



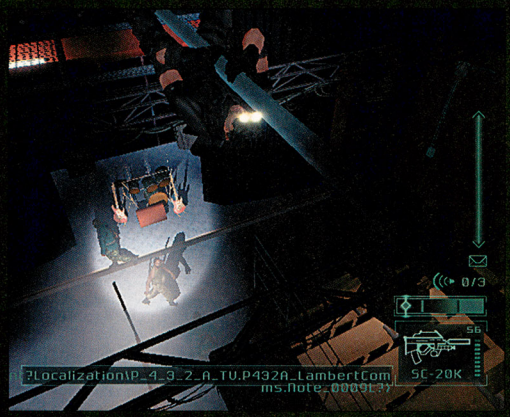
SAM THE WORLD TRAVELER

A gamer can save the world from the comfort of his living room, but for Sam Fisher there's a lot of travel required. You'll explore locations the world over, making stops in East Timor, France, Israel and even the Los Angeles International Airport. The abundance of outdoor settings is a big change for the series, and one that works well in Sam's world. Even with the sun streaming through the jungle canopy of Indonesia, you'll find plenty of hiding places from which to surprise your enemies. And when the festivities move indoors, the action really gets going. You'll be hard-pressed to find a game with better level design than Splinter Cell Pandora Tomorrow. One mission requires Sam to board the last car of a train, locate a double agent and tap his computer, then escape near the front of the train without being noticed. You'll walk through a couple of cars before you reach a dead end, at which point it's time to go up a hatch and walk along the top of the train. Next it's back into the train for a car or two, then outside to shimmy along the edge of a car, inching your way past windows full of unsuspecting passengers. And don't look down when you have to pull yourself hand-over-hand along the bottom of the train. With wheels spinning and clacking on either side of you and scenery racing by at 70 miles an hour, one false move will mean the end of Fisher. It's a wildly inventive work of sheer genius, and also a total blast. All the other levels provide sparkle as well. Early on you'll explore a sterile cryogenics lab with only cutthroat mercenaries and the bodies of the recently deceased for company. Later in the game you'll sneak around the nighttime streets and along the rooftops of an Israeli city on high alert, break into a television station and kidnap a well-guarded villain, creep through a submarine crawling with guards... the list goes on. With dozens of ways to complete a mission, you can play the game over and over and never have the same experience. If you have near-limitless patience and skill, you can even get through the entire game without setting off an alarm or alerting a guard.



EXCLUSIVE EXTRAS

Splinter Cell Pandora Tomorrow storms onto the Nintendo GameCube in June, shortly after the recently released XBox version, and Ubisoft has put the time to good use by adding improvements to the already awesome title. In lieu of an online multiplayer mode, the development team has added a completely new level to the single-player experience. (We can tell you only that it takes place during Sam's excursion to Indonesia.) The GCN version of Pandora Tomorrow will also have a very cool GBA-GCN connectivity feature similar to the connectivity in the first game: Pandora Tomorrow will turn your GBA into a spy gadget worthy of the world's best operative—it displays enemy locations, items, level maps and more. It adds a lot to the experience of using high-tech gadgets to infiltrate the shady operations, especially if you're playing with the lights off. The connectivity works as a stand-alone feature—you won't need the GBA version of Pandora Tomorrow to make it work.



FEAR THE REAPER

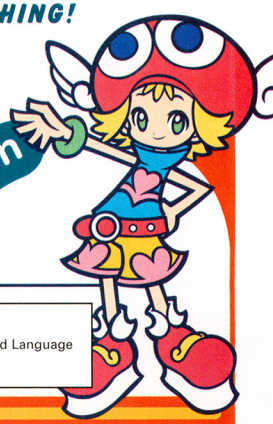
We can't even begin to discuss every cool aspect of this game. From the fantastic graphics to the perfect music and sound to the twisting plotline, Splinter Cell Pandora Tomorrow is a game for true gamers. It's not easy, it's not forgiving and it's not like anything else you've played this year—which is what makes it one of 2004's most anticipated titles.

EFFERVESCING WITH ENERGY, SEGA'S ULTRAFUN FEVER IS CATCHING!

PUYO POP FEVER™

Popping Puzzle Fun

Original Game © Sega © Sonic Team / Sega 2004



EVERYONE E Mild Language

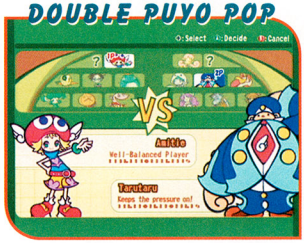
CONTENT RATED BY ESRB

POP GO THE PUYO

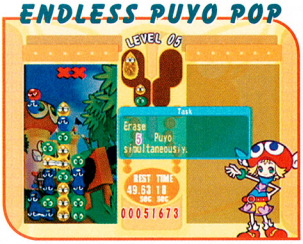
As they drop into your playing field two, three and four at a time, gelatinous bubbles form color-matching quartets and pop en masse, leaving grayish Nuisance Puyo on the verge of cluttering your opponent's field. Puyo Pop Fever for GCN is contagious puzzle action that keeps you on edge from the moment the first blob falls. Play solo or against a friend for endless excitement.

SINGLE PUYO POP

DOUBLE PUYO POP

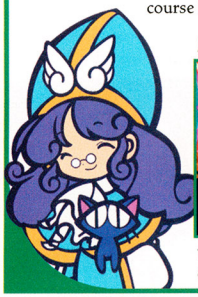


ENDLESS PUYO POP



GET TO KNOW PUYO POP

Before you attempt to run the table against in-game or real-life opponents, it'll pay to practice popping Puyo. The first course in Single Puyo Pop play acts as a tutorial. The Endless Puyo Pop option presents scenarios that will sharpen your chain-making and Fever skills. Give them a whirl.



RUN RUN COURSE

Your Puyo Pop skills will RunRun wild after you complete the first course.

ORIGINAL

Endless Puyo Pop Original offers chain-completing practice.

FEVER

Enter Endless Fever mode to discover the key to clearing all Puyo at once.

POPPING PALS

As you blaze through the Single Puyo Pop story mode, you'll go up against a goofy gallery of Puyo Pop poseurs and pros. Computer-controlled characters have signature styles and strategies. A line of Puyo sets under each character indicates the order in which types of sets will fall.

DOUBLE SET

TWO-COLOR QUADRUPLE SET

TRIPLE SET

ONE-COLOR QUADRUPLE SET

AMITIE

The star of Single Puyo Pop mode through the RunRun and WakuWaku courses is a steady, balanced player.

RAFFINE

A more refined player than Amitie, Raffine is the player-controlled character for the HaraHara course.

OSHARE BONES

Puyo tend to fall in pairs for the skeletal jester with a taste for loud clothing. He's a master of Fever mode.

KLUG

Honor student Klug is stricken with Puyo Pop Fever. Long chains of Puyo matches are the cure.

DONGURIGAERU

A jolly frog with a nearly unpronounceable name, Dongurigaeru is a good character for beginners.

YU

The carefree spirit who speaks in riddles sees a lot of triple and quadruple sets, making matches easy.

TARUTARU

Tarutaru casts a big shadow and makes a lot of matches, but he doesn't have the patience to set up chains.

HOHOW BIRD

Not much of a conversationalist, the Hohow Bird exclaims "Hohow" when scoring long color-matching chains.

ARIDER

Small horns set Rider apart from her classmates. She is great at setting up chains but only average in Fever mode.

ONION PIXY

The freakish sprite with an onion for a head is a Fever-mode specialist.

PRINCE OF OCEAN

Big Puyo sets help the fishy royal build up to Fever mode in a hurry, then his natural abilities take over.

MS. ACCORD

The professor who presides over the RunRun course tutorial makes a point of setting up long color-matching chains.

FRANKENSTEINS

The Frankenstein monster and his son try to finish off their opponents in a hurry. They're weak in long matches.

ARIE

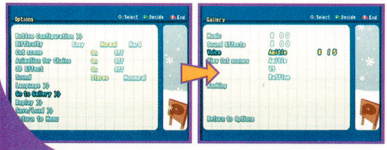
Amitie's pal Arie is a balanced player who never sees sets of more than two Puyo. She can endure extended games.

UNLOCK A POP PAIR

Two more characters join the story-mode crew after you defeat them in Single Puyo Pop mode. See page 67 for details.

LOADS OF LAUGHS

Part of the fun of Puyo Pop Fever is in finding out what the wacky characters will say next. Each popper unleashes unique phrases in the heat of the moment. It's worth losing a few matches just to hear the crazy taunts.



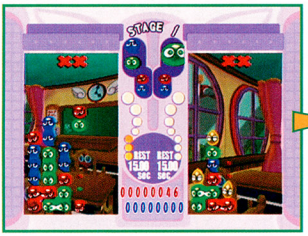
GALLERY GUFFAWS

If you don't want to miss any of the characters' crazy phrases, listen to them all in the gallery. Select Go to Gallery from the Options menu, then cycle through the vocal entries. Each character has 20 voice samples.

SET 'EM UP, KNOCK 'EM DOWN

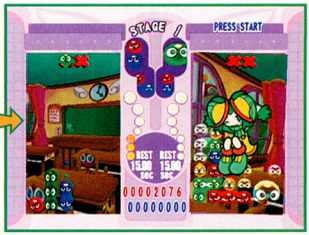
Every time you clear Puyo from your side of the screen, you'll send Nuisance Puyo to the preview section of your opponent's side for an imminent avalanche. The more Puyo you pop (in single-color matches or in chains) the more Nuisance Puyo you will create. Learn to set up big chains—they make for a monstrous amount of clutter on the other side.

LINE UP A LANDSLIDE



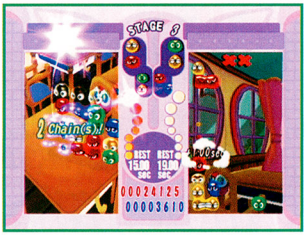
In prepartaion for big chains, place your Puyo in color-coordinated groups of three. Put matching Puyo above your groups and position a buffer of another color between them, then look for color matches for the buffer.

Take the time at the beginning of a session to build stacks that will result in multiple chains. Long chains will add exponentially to the number of Nuisance Puyo that materialize on your opponent's side of the screen.



Massive color-matches will create too many Nuisance Puyo for your opponent to deal with. If your adversary sends Nuisance Puyo into your preview area, create matches in a hurry to offset them before they fall.

ROCK THE RUBBLE

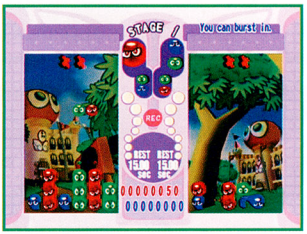


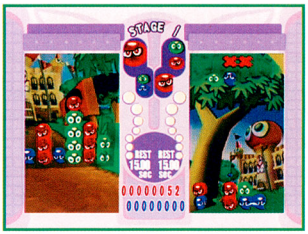
When your opponent drops Nuisance Puyo into your playing field, do everything you can to clean up the clutter tout de suite. Color matches will wipe out the adjacent Nuisances. Spread out your matching Puyo so they pop the maximum number of Nuisance Puyo.

CLEARANCE SPECIAL

If you're in for a long battle against a fast and wily opponent, limit the number of Puyo on your playing field. If you clear all of the Puyo from your field, a new group will fall, perfectly poised for color-matching chain reactions.

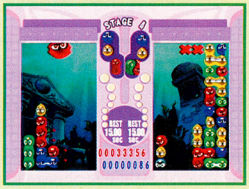
CHOOSE CHAINS OVER SIMULTANEOUS MATCHES





When one color match triggers another, setting off multiple chains, you'll rack up more points and send more Nuisance Puyo to the other side than if you were to make two matches at the same time. If you have side-by-side columns of three matching Puyo and a double set of the two colors falls, arrange the set vertically to make one match first, then the next.

EYE THE ENEMY



Watch your opponent's progress. If he or she is setting up a multi-chain match, be ready to put together quick matches to offset the coming tide of Nuisance Puyo.

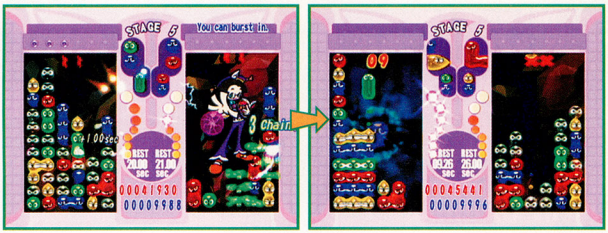
SAVE YOUR GAME

Most games offer an obvious file-save option at the end of a session. Puyo Pop Fever's save option is a little hard to find. When you're ready to save, go to the Options menu and select the Save/Load entry then choose Save. When you return for another session, use the Save/Load option to load your file.

FEED A FEVER

By making matches that pop the Nuisance Puyo in your preview area, you'll both keep the blocks from falling into your playing field and build up your Fever Count (the meter in the center of the screen). When it's full, you'll launch Fever mode—a prime chance to make long chains. One Fever session may be all you need to earn a victory.

TIME IS ON YOUR SIDE

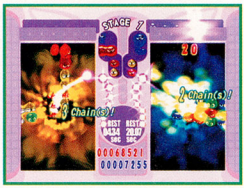


As you build your Fever Count, you'll also be adding to your next Fever mode's duration. You'll get an extra second of Fever Time for every Nuisance Puyo that your opponent destroys. You'll also accumulate Fever Time when you make chains of three or more. Once you catch the Fever, you may be able to make chains with your first drop, or you may have to wait for a few Puyo to fall before you can make your move.

GO FOR BROKE

Use Fever mode to set off long chains that send devastating globs of Nuisance Puyo into your opponent's area. The more Nuisances you send at once, the lower the chance that your opponent will be able to offset the onslaught.

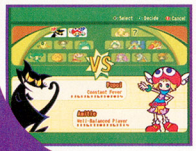
DUELING FEVERS



If both you and your opponent are in Fever mode at the same time, Nuisance Puyo will fall into the Fever fields, but they won't contribute to the clutter in the main playing fields. If you have more Fever Time than your opponent, bide time until your opponent's Fever mode is complete, then set off long chains.

ADD ADVERSARIES

Ms. Accord's cat, Popoi, and kooky Carbuncle become player-controlled characters after you defeat them in Single Puyo Pop mode. Popoi is a Fever specialist who has a few dark secrets and tricks up his furry sleeves. Carbuncle is the final opponent in the most difficult course, and has no real weaknesses.



POPOI

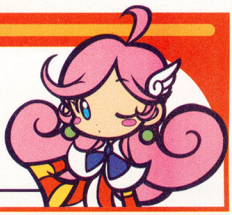
The professor's feverish kitten appears in the WakuWaku course, where you'll battle him for possession of the flying cane. Popoi will also pop up in the HaraHara course if you don't meet the conditions to battle Carbuncle.

CARBUNCLE

You'll go up against Carbuncle at the end of the HaraHara course if you won every match without continuing and activated Fever mode fewer than four times or more than a dozen times. Be prepared for a terrifically tough match.

GOTTA CATCH THE FEVER

It's easy to learn Puyo Pop Fever's basic rules and moves, but it's difficult to master all of the game's intricate strategies. With practice you'll learn when to build long chains and when to go for quick matches. Either way, scramble to clear away the Nuisance Puyo before they fall. A quick clean-up will set off the frantic Fever mode.



CLASSIFIED INFORMATION

CODES THAT WORK. STRATEGIES THAT HELP. INFORMATION THAT YOU CAN USE.

METAL GEAR SOLID: TTS GHOST PHOTOS—PAGE 70

To reward the enlightened gamers who have purchased Metal Gear Solid: The Twin Snakes, we're devoting the entirety of this month's Classified Information to the tactical-espionage action masterpiece. We'll provide battle tactics to help you survive the game's innovative boss encounters, show you how to obtain all 40 ghost photos and reveal the game's myriad of unlockables. Next month, we'll show you how to infiltrate a real-life military installation with nothing but a cardboard box and a handkerchief.

METAL GEAR SOLID: THE TWIN SNAKES

ANIMAL KINGDOM

DEFEAT THE REMAINING MEMBERS OF FOXHOUND.

In volume 179's strategy review, we left off after the confrontation with the mysterious Ninja. We'll pick up here with the following boss, Psycho Mantis, and lead you all the way through the final encounter with Liquid Snake.

PSYCHO MANTIS

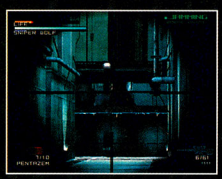
Before the battle with Psycho Mantis commences, he'll do a couple of things to show off his psychic powers. You'll get an extra bit of dialogue if your Memory Card contains save data from Eternal Darkness: Sanity's Requiem, The Legend of Zelda: The Wind Waker, Super Mario Sunshine or Super Smash Bros. Melee.

Meryl clearly isn't herself. Toss a Stun Grenade to knock her out while you take care of business.

When Psycho Mantis uses his telekinesis to hurl objects at you, press the X Button to duck.

SNIPER WOLF

Sniper Wolf will pick you off if you try to approach her, so you'll need a weapon that can match her range. There's a PSG-1 sniper rifle in the armory, but that's quite a ways back (and you'll have a better opportunity to retrieve it in a little bit). The PSG1-T tranquilizer rifle in Nuke Building B1 is much closer. Head through the Level-5 door in the southwest corner there to find it. If you're intent on acquiring the sniper rifle immediately, you can take a shortcut to bypass the Canyon area. Climb into the back of the truck in the nuke building garage on the first floor, then hide in Cardboard Box 1. You'll automatically be delivered to the heliport. From there, sneak through the lower vent into the tank hangar, then take the elevator down to the armory.



You have no choice but to step out into the open and scan the walkway quickly for Sniper Wolf. From there it's a matter of who can line up a shot first. Press B to zoom in and X to zoom out.

You can't duck under his glowing energy spheres. Stay on your feet and dodge them instead.

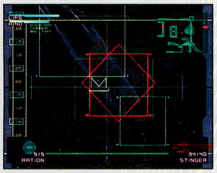
To prevent your telepathic adversary from reading your mind, switch to Controller port 4.

Use the Pentazemin to steady Snake's hand.

If your scope turns red, squeeze the trigger or take cover.

HIND D

Among his many other talents, Liquid Snake is an excellent helicopter pilot. Fortunately, you're equipped with portable surface-to-air missiles.



Wait for the Stinger's targeting reticule to lock onto the *Hind D* and turn red before you fire.

When the chopper leaves your sight, you can continue tracking it via radar and the Stinger's reticule.

To avoid the *Hind*'s machine gun fire, look at the radar and take cover behind the water tanks.

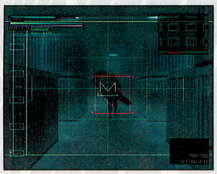
When Liquid fires a rocket, stand between the water tanks and the room from which you emerged.

SNIPER WOLF

Your second confrontation with Sniper Wolf is essentially the same as the first. If you have trouble spotting her, put away your sniper rifle for a moment. You can quickly discern her position based on where her laser sight is coming from.

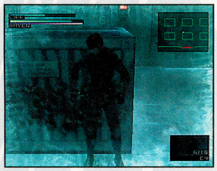
VULCAN RAVEN

Patience is key against Vulcan Raven. He'll make quick work of you with that minigun if you try to take him head-on. Stay out of his sight and use the surroundings to your advantage.

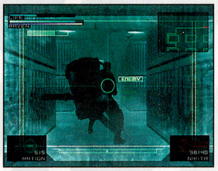


At the beginning of the battle, try to get behind Vulcan Raven and hit him with a Stinger missile.

When he starts to run, you'll have to get a bit more creative. Plant claymores in the intersections.



You can also attach C4 to the crates and detonate it when Raven runs past.

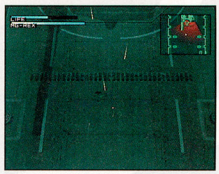


The Nikita does quite a bit of damage, but it can be difficult to catch up with Raven when he's running.

METAL GEAR REX

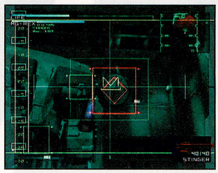
Metal Gear Rex relies on a network of high-tech sensors. You can slow its attacks and disable its targeting system by tossing Chaff Grenades. That will make it easier to get a lock on the radome without taking tons of damage.

Rex's long-range attack is a salvo of guided missiles. Keep running in one direction to avoid all three.



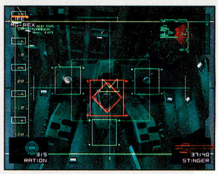
You can evade Metal Gear's machine gun fire easily by quickly stepping to your left or right.

If you get too close, Rex will unleash a powerful laser beam or simply try to stomp on you.



Your target is the circular radome on Metal Gear's left shoulder. Lock onto it with your Stinger.

When Rex has the Ninja pinned against the wall, your Stinger's targeting reticule will come up but you won't be able to fire.

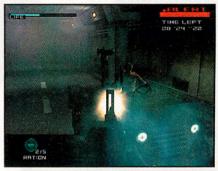


At the conclusion of the cut scene, Liquid will be forced to open Metal Gear's cockpit. Finish him off with more Stingers.

LIQUID SNAKE

The final showdown with Liquid Snake is a two-part affair. First you'll engage in a good old-fashioned fistfight on top of the disabled Metal Gear. When he hunches his shoulders, prepare to sidestep his bull rush. After you knock him out, make your way to the jeep and man the machine gun. You'll have to shoot your way through a couple of checkpoints, then your brother will catch up to you in a jeep of his own.

If Liquid knocks you off the edge, quickly press the Y Button to pull yourself back up.



Train the machine gun on Liquid and keep holding the A Button. You won't run out of ammo.

METAL GEAR HAUNTED

COLLECT ALL 40 GHOST PHOTOS.

There's a camera behind the Level 6 door in the south armory. You can use it to take photographs, then save them to your Memory Card. If you snap a picture from a certain angle, a ghost will appear in the shot when you look at it in the photo album. On the following pages, we describe how to photograph all 40 ghosts. (Each one is actually a member of the development team from Silicon Knights.) Before you take out your camera, make sure the coast is clear so no guards spot you.

CARGO DOCK

Stand to the left of the forklift in the northeast corner and focus on the vehicle.

HELIPORT

Point your lens at the large tank-hangar door to the north of the helipad.

Shoot out the searchlights then move to the south end of the helipad and aim at the center of the H.

Stand just inside the doorway to the west of the helipad. The doorframe must not be in the photo.

HOLDING CELLS

After Meryl leaves, stand outside the DARPA chief's cell and frame his entire body in the photo.

Stand in the doorway of the cell where Meryl was being held and face south.

ARMORY

Blast a hole in the northeast wall and point your camera inside the revealed room.

TANK HANGAR

Once Meryl opens the hangar door, snap a picture of the room with the infrared lasers.

CANYON

Stand against the northwest side of the first rock to your right. The rock must fill the entire frame.

NUKE BUILDING 1F

Walk along the catwalk to your left and take a photograph of the window at the end.

Point your camera at the lockers in the southwest corner of the warhead-disposal room.

NUKE BUILDING B1

Go to the men's bathroom, take care of the guard there and stand in front of the center mirror.

Head down the north hallway and aim your lens at the Level 5 security door.

NUKE BUILDING B2

Enter the electrified room and point your camera at the other end of the hall.

Face the northeast corner in the hallway where the Ninja slices and dices the guards.

LABORATORY

After you defeat the Ninja, take a picture of the Zone of the Enders poster on the wall.

Focus on the middle super computer from behind where the panes of glass used to be.

COMMANDER ROOM

After you defeat Psycho Mantis, stand to the east of the holographic projections.

Face the mirror on the west wall. The shot must encompass the entire mirror.

CAVE

As you're shuffling through the first crawlspace, point your camera straight ahead.

When you get past the first dog, stand just north of the snow and look down at the puddle of water.

When you catch up with Meryl, photograph her from as far south as possible.

UNDERGROUND PASSAGE

Stand a few feet north of where Meryl was lying and point your camera down slightly.

Walk to the end of the passage and snap a photo of the walkway where Sniper Wolf was perched.

MEDICAL ROOM

Kneel in front of the deceased DARPA chief and center his head in the frame.

Stand in front of Ocelot's interrogation machine and frame the top half of it in the photo.

TOWER A

After the cut scene on the roof, simply take out your camera and click. You don't need to move at all.

CONNECTING BRIDGE

Stop just before the walkway turns left and point your lens straight ahead.

TOWER B

When you reach the dead end at the bottom of the stairs, photograph the wall across from you.

After you take out the *Hind D*, walk up onto the platform, stand south of the stairs and face Tower A.

SNOW FIELD

Lie on the ground a few feet south of Sniper Wolf's body and frame her near the bottom of the photo.

BLAST FURNACE

Stand in the northeastern corner of the platform at the end of the first catwalk and face north.

On the first floor, stand east of the molten metal. Point down so the liquid comprises the entire pic.

CARGO ELEVATOR

Center yourself just in front of the first cargo lift and point your camera north.

WAREHOUSE

Stand north of Vulcan Raven's weapon and look down a little bit to get the top of it in the photo.

Head north from Raven's weapon, stop between the first two rows of crates and face forward.

WAREHOUSE NORTH

Stand in the middle of the catwalk and photograph the top of the waterfall.

UNDERGROUND BASE

Take a perfectly centered picture of Rex's cockpit from the catwalk in front of the control room.

Stand in front of the blue computer and face the back wall. The map should fill the entire frame.

SUPPLY ROUTE

As soon as the battle with Metal Gear Rex begins, point your camera between its legs.

METAL GEAR SOLID: THE TWIN SNAKES GCN

▼ SOLID SECRETS STRATEGY

UNLOCK A BEVY OF BONUS FEATURES WHEN YOU FINISH THE GAME.

Some of the rewards that you'll receive after finishing the game depend on whether you saw the Meryl ending or the Otacon ending. To see the former, you must survive Revolver Ocelot's torture without surrendering. If you weenie out, Meryl will kick the bucket and you'll get the Otacon ending. The bandana that you get for saving Meryl gives you infinite ammo.

UNLOCKABLE	REQUIREMENT
BOSS SURVIVAL MODE	COMPLETE THE GAME
EXTREME DIFFICULTY	COMPLETE THE GAME
BANDANA	COMPLETE THE GAME WITH MERYL'S ENDING
STEALTH CAMOUFLAGE	COMPLETE THE GAME WITH OTACON'S ENDING
DEMO THEATER (MERYL)	COMPLETE THE GAME WITH MERYL'S ENDING
DEMO THEATER (OTACON)	COMPLETE THE GAME WITH OTACON'S ENDING
TUXEDO	COMPLETE THE GAME TWICE
NEW ENDING THEME	COMPLETE THE GAME THREE TIMES

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TEEN T CONTENT RATED BY ESRB — Cartoon Violence

GAME BOY ADVANCE

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DRAGON BALL Z SUPERSONIC WARRIORS

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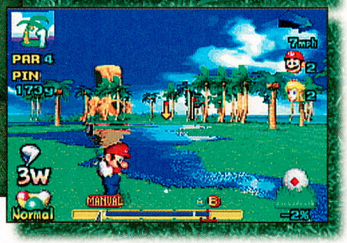
MARIO GOLF™ Advance Tour

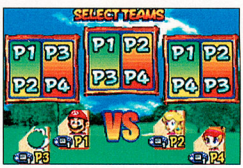


A Stroke of Genius

Mario Golf: Advance Tour for GBA builds on one of the strongest franchises in video game sports. Mario Golf for the N64 introduced digital duffers to realistic golf mechanics and whacky Mushroom Kingdom courses in 1999. The Game Boy Color version added a character-building RPG element to the mix that same year. Last summer, Mario Golf: Toadstool Tour offered challenging courses, great multiplayer options and two new ways to swing your club with superior control. And on June 21, Mario Golf: Advance Tour arrives, combining new facets with all the greatest aspects of its predecessors. The game is packed with crazy courses, colorful characters, deep RPG elements, improved play mechanics, awesome multiplayer modes and even connectivity to the GCN's Toadstool Tour—making it the ultimate expression of Mario Golf. Join us as we explore the links, characters and clubhouses of the Advance Tour.

So, you want to be a pro? In Story mode, you'll play tournaments, practice your golfing skills and challenge champion golfers to one-on-one matches. If you're good enough, you'll be invited to visit the Mushroom Kingdom for a tourney with Mario, Luigi, Bowser, Princess Peach and other kingdom faves.

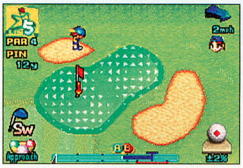
When you want to escape from all the pressure of competitive tournaments, Quick Game mode has a bagful of minigames to set you free.



Whether you have one GBA or as many as four, you can enjoy six types of enriching, multiplayer golf experiences with your friends.

Home on the Driving Range

You'll begin Story mode by choosing either the male or female character. It's just the first of many choices on the road to the Mushroom Tourney trophy—choices such as how to train, how to play tricky shots and even which of your character's skills to improve. Plenty of golfers will give you advice, but the real action is on the fairways and greens. If you master the mechanics of your swing, learn the ins and outs of all the holes on every course and build your duffer into a fearless gonzo golfer, you'll go far.



There's a lot to learn about life on the links. You can explore the world, play practice rounds and sharpen your golf skills. When you feel ready, enter a tourney.

Whichever character you don't choose at the outset will become your doubles partner. You'll be responsible for raising his or her stats using the experience points you earn.

THE TOURING LIFE

You'll begin your career as a promising young golfer based at Marion Club—one of five main golf courses in Story mode. Many tourneys won't allow you to compete until you've won a prerequisite tournament. You can enter singles and doubles tourneys or compete against various course pros in singles or doubles Match Play challenges.

Visit driving ranges, putting greens and approach-shot practice areas to master tricky situations.

Talk to the club's regular golfers then check in at the Caddie Master's area to enter a tournament.

Win tourney trophies and display them in your room. Each tourney is one round of an 18-hole course.

When you play doubles, you'll have an AI partner and you'll hit every other shot.

EXPERIENCE PAYS

As you win tourneys, defeat pros and complete challenges, you'll earn experience points that you'll use to increase the experience levels of you and your doubles partner. For every level you gain, you can improve one skill, such as your drive distance, shot height, fade or draw, sweetspot size, shot control or spin control. You'll earn more points—and raise your levels faster—by winning advanced challenges and tourneys. As your character's stroke becomes more powerful, controlled and accurate, you'll be ready for even the toughest courses. You can use a built-up character to wow friends in multiplayer matches.

Extra challenges like the One-club Challenge will net you fewer experience points than a tournament.

Use earned experience points to raise your levels and build up your character and partner.

Swing Away

There's more than one way to swing a golf club. In fact, Mario Golf: Advance Tour has two ways—auto and manual swing. The auto swing is easy to perform and useful for beginners and when making uncomplicated shots. The manual swing gives you extra control, particularly over topspin and backspin. You'll also have a limited number of Power shots to use during a round when you need extra yardage.

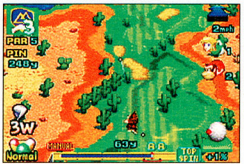
Set up your shots with care. Move the camera to examine the hole, then select an appropriate club and adjust your aim.

Account for hazards, weather conditions, the lie of your ball, the landing area and your swing power. It all counts.

Quick Rounds

Winning trophies is very satisfying, but sometimes you'd rather just play a quick round or try your hand at creative shot-making in some of the more unusual modes on the Quick Play menu. Stroke Play—shooting for the lowest score—is the first of nine options. The other eight options are listed below. You can play on any course that you've unlocked.

The low scorer on a Character Match hole earns a medal, and the first one to tally nine medals wins the match.



Compete against another team in the Doubles option. Just as in Story mode, you'll hit every other shot.

Throw caution to the wind in a round of Speed Golf. Your objective is to finish faster than your opponents.

A slot machine decides what limited set of clubs you'll have to use in Club Slots.

In Go-Go Gates, you'll have to plan every shot with care so the ball passes between designated poles.

Plant your ball closest to the pin to take home the prize in the Near-Pin competition.

Choose any hole and set the conditions, then practice to your heart's content in Training mode.

Star Tourney courses are filled with warp pipes, mushrooms, Play Panels and other useful or hazardous items.

A Link to the Grass

No preview of Mario Golf: Advance Tour would be complete without a look at the amazing variety of courses in the game. There are four realistic ones, each built on a different type of terrain, plus the fantasy-inspired Mushroom Course, special courses such as the Coo Coo Course and Elf's Short Course, and regular-course variations with fantasy elements.

The fiery twelfth hole on the Mushroom Course is more hazardous than Bowser's castle. Narrow fairways wind between hills of rock and pools of lava. If your ball stops on a Play Panel, a volcanic eruption will send the green to a new location. Switch to camera view to pan over the entire hole. After sizing up the hazards—such as a giant Chain Chomp—return to a down-to-earth perspective to make your shot.

Giant cacti and huge sand bunkers line the Dunes Course and act as obstacles.

The windy Links Course is particularly challenging. The fairways and greens are hard and fast.

The Elf's Short Course is a par-three course with short holes and tricky greens.

All of the main tourney courses have a Star Course variation with fun Mushroom Kingdom elements.

Twosomes, Threesomes and Foursomes!

Getting together a golf party has never been easier. Mario Golf: Advance Tour lets you play with up to four golfers. You can pass a single GBA from player to player, or connect two, three or four GBAs using Game Boy Advance Game Link cables (each player must have an Advance Tour Game Pak with the latter option) so everyone has a dedicated screen and can choose a special character. You can even create custom taunts and support messages to distract or encourage other players.

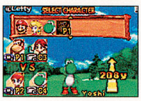
Players can choose their built-up characters and special club sets when using multiple linked GBAs. They can even exchange club sets with other players.

Forget about golf etiquette. Create a custom taunt and use it just before a competitor swings for hilarious (or possibly painful) consequences.

STROKE PLAY

In Stroke Play, the lowest score wins. After picking a course, you can choose to play 18 holes, the front nine, the back nine, nine random holes, six random holes or three random holes.

DOUBLES

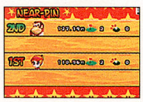


Team up however you want. If you have fewer than four players, you'll partner with computer-controlled characters. You can play Stroke, Match, Skins or Club Slots modes.

SKINS MATCH

Each hole is called a skin and is worth one point. If players tie on a hole, the hole's point is added to the next skin for a bigger payoff. Whoever has the most points at the end wins.

NEAR-PIN



Head to the Elf's Short Course to test your shot-making skills. Your cumulative distance from the pin for each drive is your score. The closer the ball is to the pin, the better.

GO-GO FACE-OFF

Play a Go-Go Gates course skins-style. You'll have to win the most skins while knocking the ball through all the gates and finishing the hole. Whoever completes the most holes wins.

GO-GO CHALLENGE

The second Go-Go Gates multiplayer option is a cooperative challenge that takes place on eight special holes. Players team up to get through the gates and finish the hole.

CLUB SLOTS

Your Club Slots bag can hold either three or four clubs. Players earn points based on the number of strokes they take on the hole. You'll choose from a limited number of unlocked courses.

HANDICAP

You can handicap characters to even up the match. Options include changing the Simulation Line, teeing off from the front tee and giving a player extra shots (called Mulligans).

Visit the Toadstool Tour

Even with all the courses and challenges in Mario Golf: Advance Tour, you may want to expand your character's golfing horizons. If that's the case, make a GCN-to-GBA connection and send your built-up character into Mario Golf: Toadstool Tour.

You'll be able to play the Toadstool courses using your custom character, taunts and set of special clubs he or she brings along. Your character can earn experience points and skill levels in Toadstool Tour that will transfer back to Advance Tour.

Once you've successfully linked to the Nintendo GameCube and Mario Golf: Toadstool Tour, an icon will appear on your Advance Tour menu.

Your Story-mode custom character can travel to Toadstool Tour, bringing clubs and taunt messages and returning with experience points.

Advanced Thinking

The Mario Golf: Advance Tour development team at Camelot and Nintendo has included everything except gophers in its golfing extravaganza. With quality graphics, great sound, quippy text, deep and engaging gameplay, connectivity and enough variety to satisfy even the pickiest golfer, Advance Tour tops our leaderboard for quality golf games.

EPIC CENTER

Homework? Yes, indeed. The Epic Center editors have an RPG theory that we want to share with the rest of the class, and we want to hear your responses. But before you get to that, take a look at the beautiful Tales shots. Only two more months to wait! Hang in there.

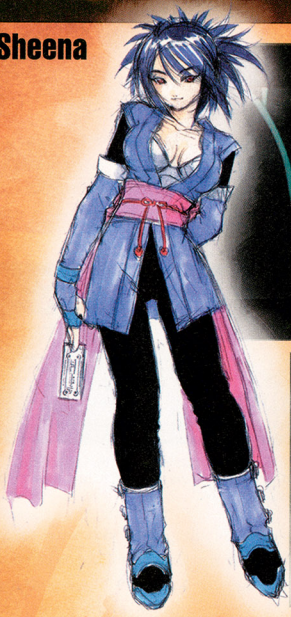
EPIC PREVIEW

TALES OF SYMPHONIA™

Meet the Players of Tales

One of Tales of Symphonia's greatest strengths is its huge cast of three-dimensional, sympathetic characters. When they're combined with the game's huge, twisting storyline, Tales of Symphonia becomes a living, breathing world that gamers will instantly connect with. You met some of the major movers and shakers in last month's exclusive preview (including Lloyd, Colette, Genis and Kratos), so now it's time to meet a few of the supporting players—and take a special look at Sheena. Some of the folks on the following page are friends and some are foes, but they all make a large impact on your journey. Next month we'll start in on strategy, focusing on the battle and experience systems so you'll be ready to dive in the day the game arrives.

Sheena



Sheena is an assassin dedicated to eliminating the chosen. Was she hired by a nefarious source, or does she have her own reasons for the quest? No one knows . . . at least not at first. You'll meet the mysterious warrior more than once before your final battle—where Sheena makes a decision that changes the course of the game. As we mentioned last month, the vocal talent behind Sheena is provided by Jennifer Hale. We were lucky enough to meet Jennifer and sit in on one of her recording sessions, and we came away more than impressed. Her plucky, inspired reading breathed true life into Sheena and is sure to make her a classic RPG character—start reserving your Sheena-related screen names now!

Dirk

Dirk is Lloyd's adopted father. Stout-hearted and true, he lives his life by the codes of dwarven conduct and works as a skilled craftsman.

Remiel

Remiel is an angel who claims to be the father of Colette, the Chosen. Whether his claims are true or not is another story.

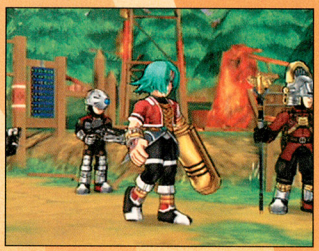
Noishe

The large-eared dog is Lloyd's pet, Noishe. He's loyal to Lloyd but terrified of monsters—if you enter a dangerous area, expect to see Noishe's backside.

Botta

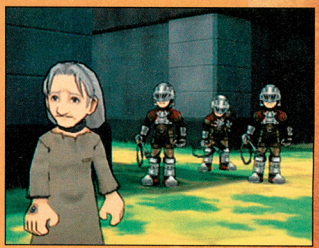
Botta is pursuing the Chosen across Sylvarant, and when he finds her, her life will be forfeit. He may have a connection with the sinister Desians.

Forcystus



Forcystus is one of five Desian Grand Cardinals. He's an man of unbelievable cruelty who will do whatever it takes to achieve his aims.

Marble



Marble is a prisoner of the Desians. Her friendship with Genis and Lloyd imperils them all and may lead the kindly old woman to a horrible fate.

EPIC TACTICS

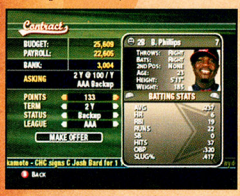
You've played Fire Emblem over and over. You know every line of dialogue in Skies of Arcadia Legends. You've exhausted your supply of new RPGs, so it's time to reach for . . . MVP Baseball 2004?

A Sports RPG?

We know—we never thought that a sports game would appear in Epic Center either. But roll with us for a minute. What makes an RPG? Though the answer seems obvious, it's actually a fairly complex question—and something that we've never really tackled in the pages of Epic Center. Most RPGs are easily identifiable. They tend to have a linear quest structure, characters who experience recognizable growth (usually in the form of experience points and acquisition of better armor and weapons) and long, complex storylines. But now, many of those elements are becoming a major part of games that have largely been overlooked by hard-core RPG fans. To understand the RPG aspects of a sports game, think about it like you would a traditional RPG—you might find yourself enjoying a genre that never interested you before.

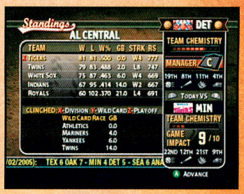
Compare and Contrast

The first thing you do in most RPGs is build a party. In a sports title, your group of adventurers is a team of highly trained athletes—each with specialties and skills. Just as you wouldn't stick a magic-user at the front of the battle, you wouldn't have your quarterback kick field goals. That's not in his skill set. And like strengthening your party by recruiting new members, you can improve your sports team through trades, free agency, and in some games, drafts. The better you manage those aspects, the more powerful your crew will become.



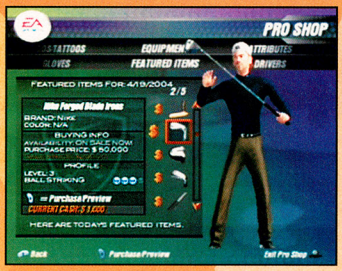
Brandon Phillips is a decent baseball player, but is he worth his asking price? You'll have to decide what position you want him to play, how much time he'll get, what his salary will be and for how many years you want to employ him. It's up to you to make him mesh with the rest of the team.

So what about the quest structure? Is there one? You bet. Sports games don't simply throw you into a match, have you play one game and then dump you out again. You have to build up your player or team and then proceed through a series of challenges. In Madden NFL 2004, for example, you construct your team and usher it through 16 games in the regular season. If you do well, you'll advance to the playoffs. If not, it's back to the drawing board. The ultimate goal of a sports game is to win the championship, but doing that requires success in a number of smaller venues—in the same way that you have to move through a series of dungeons and traps to reach the final boss in a role-playing game.



In our simulated MVP Baseball 2004 season, we took over the lowly Detroit Tigers. Despite a horrid record during August, we managed to take them to the playoffs. Now that's character development!

Many sports titles let you fortify your players with better equipment. In Tiger Woods PGA Tour 2004, for example, you can purchase clubs, balls and clothing—the equivalent of weapons and armor—that will improve your performance on the greens. And how do you earn cash for such goodies? By playing and winning tournaments! It's very similar to the process in a dungeon hack like Baldur's Gate. You collect money based on your performance, then go to a shop and purchase new and better items.



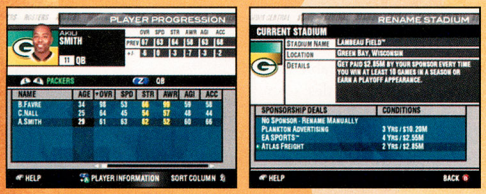
If you drop the cash on a new set of clubs, you'll gain three points in your Ball Striking ability. Other items such as golf balls, hats and even hair dye will improve your player's stats in a host of other areas.

So what about story? Well, some games have a fairly robust story in their own right. The new Mario Golf: Advance Tour, for example, weaves an intricate tale of your quest to become the world's greatest golfer and eventually challenge Mario himself. But even sports titles that lack a story in the traditional sense have all the tension and drama of a well-written plot. In sports, the season is the story. Can you draw more fans to your new ballpark? Will the rookie point guard be able to take the team to the playoffs? Is the coach's job safe after another 8-8 season? You won't find cinema scenes that explain every nuance of the characters, but you can still uncover a tale that will live through the ages.

Theory Becomes Action

RPGs and sports titles also share a common bond in player development. Most major sports titles now allow you to draft a young player out of high school or college and prepare him for life in the big show. In real life, a rookie usually needs a couple of years before he is able to contribute to the team's success. Sure, there is the occasional LeBron James who has such amazing skill that he dominates right away, but most players need both seasoning and good coaching.

To represent this portion of the real-life game, video games use an experience-point system. Players come into the league ranked in a variety of categories. A first baseman might have stats for hitting, fielding, speed, power, bunting and so on. When a player first enters the league, he has fairly low stats across the board, but they can grow over time. In Tiger Woods PGA Tour 2004, you'll earn points to spend on your stats each time you complete a task or win a round of golf. In Madden NFL 2004, your players will all level up after the pre-season, but you can earn extra experience points by participating in minigames. And in a twist that is rarely seen in RPGs, your players will eventually lose experience and become weaker in some areas. Even the best athlete isn't immune to the progression of time, so you'll have to keep a close eye on your team and watch for deteriorating skills. If a player's stats do drop, you may want to "move him to the back of the party" by making him a bench player, or ask him to "leave the party" by cutting his contract altogether.



Akili Smith saw his stats plummet during the off-season, so it might be time to cut him from the party. If you take advantage of the game's option to rename the stadium after a corporate sponsor, you can take the revenue and pick up a top-notch player to replace him.

Simming the Glory

You usually have to know and understand a sport to enjoy a sports game, and for many RPG fans this is the kiss of death. RPGs are compelling in part because you don't need razor-sharp hand-eye coordination or lightning-fast reflexes to excel. Most RPGs let you take your time. You see a problem, work out a rational solution and put it into effect. Turn-based RPGs do this especially well. Once you enter a battle, you can spend an hour jumping through your menus, examining different options and deciding exactly what you want everyone to do. Sports games don't often give you that luxury. Contests such as football, basketball and hockey are fast-paced affairs, and even slower sports such as baseball or golf require you to make quick decisions. (Throw to first or second on a grounder? Pull the C Stick halfway back or all the way in during a golf swing?) You also have to deal with the complexities of the sport itself. A football game has 11 men on the field at a time and a total of 45 who can be subbed in and out at any time. It also boasts a huge book of terminology: phrases such as "intentional grounding," "4-3 set" and "third-down linebacker" reign supreme. It can be intimidating to a newcomer, but never fear. Simulation mode is an elegant solution that perfectly bridges the gap between the genres.

A simulation mode allows you to take part in all the number-crunching and hard-core stat management that make RPGs so fun, while bypassing the actual matches. You build your team and assign positions, and can even delve into such details as how often a football team will pass rather than run and whether your hockey team will play with finesse and speed or focus on bruising contact defense. In a game like Madden NFL 2004 or MVP Baseball the process can take hours, after which you start a season and let the computer simulate all of your games. When the season ends, it's time to restructure contracts, sign free agents, draft rookies and do the stat crunching all over again. Winning and losing isn't a matter of blind luck—the team you construct and the choices you make will have a direct impact on your success. If buying a new pair of boots for your fighter and watching his Defense go from 30 to 32 makes your RPG-loving heart race, then you'll adore the numbers game in many sports titles.

MVP Baseball gives you a level of control that falls right between playing the game and having the computer simulate it. If you want to retain some direct control, you can choose to manage a game—telling players when to hit and how to pitch, but not controlling every movement. It's like setting up an auto-battle mode in a traditional RPG.

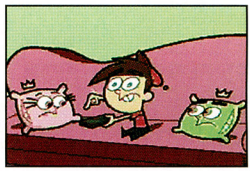
A Sporting Chance

RPG gamers are a notoriously picky lot, and we're betting that many of you never considered sports games as a viable entertainment option (or for the more fanatical stat geeks out there, a number-crunching simulator). If you want a whole new kind of challenge, however, sports titles might be just the ticket. Go out, grab the sports game of your choice and try it out—then let us know what you think. We're very curious to see if you think our theory has merit, or if the Epic Center editors are full of hot air. We'd also like to know if you want to see sports games featured in Epic Center and presented with a focus toward team construction and player development. Send your thoughts, comments, experiences and stories to epic@nintendopower.com. We'll print the best letters in an upcoming Epic Center.

GAME BOY ADVANCE video

FULL-COLOR, FULL-MOTION VIDEO GOES PORTABLE WITH GAME BOY ADVANCE VIDEO. WATCH YOUR FAVORITE TV SHOWS ON THE GBA—NO ADDITIONAL HARDWARE REQUIRED!

VIDEO ADVANCE. TRAVEL WITH TOP TV SHOWS.

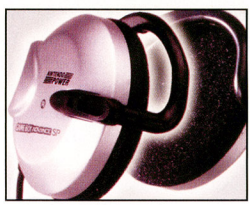


You've played Pokémon, SpongeBob SquarePants and The Fairly OddParents! games on the GBA. Now, you can watch their companion TV shows in a pocket-sized portable format. This month a dozen Nicktoons and FoxBox titles, such as *All Grown Up!*, *Sonic X* and *Teenage Mutant Ninja Turtles*, published by Majesco, will hit the streets. A pair of Pokémon paks from Nintendo (each with multiple *Pokémon* episodes) will follow in June. All you have to do is plug a pak in to your GBA—the show intro will start instantly. The video resolution is of the same high quality as for GBA games. And like a DVD player, the GBA lets you control the flow of the show with ease—fast-forward, rewind, skip chapters and select episodes from a menu. The manufacturer's suggested retail price for GBA Videos is $19.99. The videos are not compatible with the Game Boy Player; GBA Video is all about enjoying your favorite shows on the go!

HEAR HERE! TWO GBA SP HEADPHONES TO GO.

Majesco headphones

Want to watch *SpongeBob SquarePants* on the bus without all the background noise spoiling your fun? Plug in either of two headphones designed specifically for the GBA SP (no adapter needed) and crank the volume. Majesco offers a pair of neckband-style headphones in conjunction with its GBA Video releases, and Nintendo Power weighs in with a pair that you'll receive as a premium when you subscribe or resubscribe to the magazine. Visit the official Nintendo Power website, www.nintendopower.com/subscribe, for details.



Nintendo Power headphones

GBA VIDEO PREMIERE

Pokémon—Johto Photo Finish

Watch the ultrapopular *Pokémon* TV series on your GBA! "Johto Photo Finish" and "Playing with Fire!" focus on a clash between trainers Ash and Harrison at the Johto League Silver Conference. The tough back-and-forth contest comes down to a confrontation between two Fire-type Pokémon: Ash's Charizard and Harrison's Blaziken. When the battle is over, Gary makes a surprising announcement.

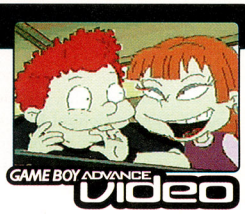
Pokémon—For Ho-Oh the Bells Toll!

Ash learns about the legend of Ho-Oh and the three legendary Pokémon—Raikou, Entei and Suicune—then battles Team Rocket in Ecruteak City in "For Ho-Oh the Bells Toll!" The GBA Video pak's second episode, "A Hot Water Battle," has Chikorita, Cyndaquil and Totodile falling into a sub-jungle passage where they meet up with Team Rocket's Meowth. The quirky quartet must work together to survive the hostile environment.

The Adventures of Jimmy Neutron: Boy Genius Vol. 1

Who knew that being a boy genius could get one into so much trouble? Four early *Jimmy Neutron* episodes have Jimmy getting into one scrape after the next. His jealousy rages in "Brobot" when his robot brother proves to be more popular than he is. Jimmy has to convince Thomas Edison to go back to his own era in "The Big Pinch," and he meddles with his parents' past in "Time Is Money." Also featured: "Granny Baby."

All Grown Up! Vol. 1



It's The Rugrats 10 years later, and the troop of tweens is still sharing crazy adventures. Two episodes fill the first *All Grown Up!* collection. When a talent agent sees Susie perform in "Susie Sings the Blues," Susie puts her dreams of stardom before her studies. In "Coup de Ville," Lil and Phil grow apart, leaving Phil alone while Lil hangs out with the cool kids.

Dora the Explorer Vol. 1

Bilingual backpacker Dora learns lessons about math, music and physical coordination in a fun and entertaining way. Her first GBA Video collection features "3 Little Piggies," in which Dora and here best friend, Boots, must wrangle up a trio of stray swine before Swiper takes their blue ribbons, and "Big River," a white-water adventure in which Boots lets one of his red boots get away from him. It'll take the efforts of Dora and Backpack to retrieve it.

GBA VIDEO PREMIERE

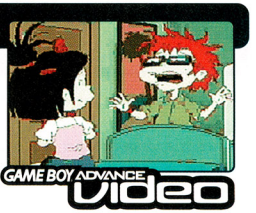
The Fairly OddParents! Vol. 1

Both blessed and cursed with a pair of wacky Fairy Godparents, 10-year-old Timmy Turner goes through life making wishes that invariably have unusual side effects. In "Foul Balled," Timmy wishes for his friend Chester to be the best baseball player ever, and the consequences are colossal. In "The Boy Who Would Be Queen" Timmy becomes a girl for a day, with zany results. Also included: "Information Stupor Highway."

The Fairly OddParents! Vol. 2

Four frantically paced episodes from the second and third seasons of *The Fairly OddParents!* comprise Volume 2 of the collection. In "Father Time," troublemaker Timmy learns a lesson about meddling with history. In "That's Life," Timmy wishes to liven up his mother's vegetable garden and inadvertently brings his pet gerbil, Eddy, back to life. "A Partnership" and "Ruled Out" are also included.

Nicktoons Collection Vol. 1



Episodes from three of Nicktoons' most popular shows are squeezed onto one GBA Video pak. The *All Grown Up!* episode "Chuckie's in Love" has Chuckie adopting an alter ego to get the attention of a popular girl. "Pizza Delivery" from *SpongeBob SquarePants* strands SpongeBob and Squidward in the desert with a Krabby Patty pizza. "The Big Problem" from *The Fairly OddParents!* explores what happens when Timmy wishes to be a grown-up.

Sonic X Vol. 1

Outrunning missiles, robots and Formula-1 racers, the blue blur flaunts his skills in a pair of episodes that place him, his friends and Dr. Eggman in a strange new world populated by humans. "Chaos Control Freaks" introduces Sonic's new pal, Christopher. In "Sonic to the Rescue," Christopher and his grandfather, scientist Chuck Thorndyke, set off to save Cream and Cheese from supersecret research facility Area 99.

Sonic X Vol. 2

In episodes "Missile Wrist Rampage" and "Chaos Emerald Chaos" Dr. Eggman embarks on a quest to establish the Eggman Empire in the new world by seeking out the power-giving Chaos Emeralds. Sonic faces Eggman's robot, Missile Wrist, then breaks apart from his crew, leaving Christopher to fight Eggman for a recently discovered Chaos Emerald high above Station Square. All that and the discovery that Christopher's teacher is a spy!

GBA VIDEO PREMIERE

SpongeBob SquarePants Vol. 1

Who lives in a pineapple under the sea? If you don't know the answer to that question, you've been living under a barnacle. In his first GBA Video compilation, everyone's favorite porous pal, SpongeBob SquarePants, stars in a quartet of hilarious 10-minute cartoons: "Hall Monitor," "Jellyfish Jam," "Jellyfishing" and "Plankton." Will SpongeBob divulge the top-secret Krabby Patty recipe to the nefarious Plankton? You'll have to watch to find out!

SpongeBob SquarePants Vol. 2

Patrick, Squidward and Sandy Cheeks join SpongeBob in "Mermaidman & Barnacleboy," "Pickles," "Bubblestand" and "Ripped Pants." In "Bubblestand," the residents of Bikini Bottom display their talents for creating elaborate soap bubbles until Squidward literally gets carried away. SpongeBob picks up a sand guitar and concludes "Ripped Pants" with a rock-and-roll musical number that is not to be missed.

Strawberry Shortcake Vol. 1

Take a trip to Strawberryland and take in two episodes of the *Strawberry Shortcake* series. In "Meet Strawberry Shortcake," the kind-hearted doll sets out to plan a first-birthday party for her sister, Apple Dumplin', and meets five new friends along the way. In "Spring for Strawberry Shortcake" the seasons are reluctant to change until Strawberry intervenes and convinces Spring that she is needed.

Teenage Mutant Ninja Turtles Vol. 1

The Teenage Mutant Ninja Turtles are back in action in the episode "Things Change." And the more things change, the more they stay the same. No sooner are the half-shell heroes established in Master Splinter's underground lair when a Mouser horde breaks in and splits up the team. In "A Better Mousetrap," Leo, Raph, Mike and Don get to the bottom of the Mouser attack and catch up to a new friend, April O'Neil.

STAY TUNED—MORE TV HITS ARE ON THE WAY!

The next wave of GBA Video paks will include episodes of the monster smash Yu-Gi-Oh! and more hits from Teenage Mutant Ninja Turtles, Nicktoons and other animated treasures. In the coming months, you may be able to purchase paks that contain feature-length films. Nintendo Power will keep you up to date.

MARIO VS. DONKEY KONG™

©2004 Nintendo.

Gaming's original rivalry reignites as Mario and Donkey Kong face off in NST's addictive puzzle-platformer for GBA.

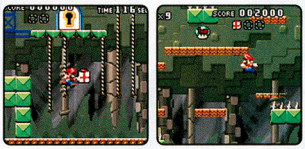
MONKEY BUSINESS

It's been a long time since Donkey Kong was a villain. In the years since the original DK game, the lovable gorilla (or a relative) has been the protagonist in a number of Nintendo's most popular titles. Now the big ape is trying to steal all of the Mini-Mario action figures from Mario's new toy company.

Recovering Your Inventory

In the first six levels of each world, you must guide Mario to a key and use it to open a door, then rescue a Mini-Mario. In the seventh level, you'll guide your little buddies to safety in a Mini-Mario toy box. Level eight pits you against your longtime nemesis in an old-school face-off.

Bonus Levels



Once you finish the six main worlds and defeat Donkey Kong, you'll unlock six "Plus" worlds, each composed of six new levels. In addition, you can unlock several expert levels by collecting stars. You'll receive a star for completing a level with all three presents and achieving the high score.

TIPS FROM THE DEVELOPERS

Where better to go for advice on a game than straight to the developers? We solicited gameplay hints from Yukimi Shimura, game designer at Nintendo Software Technology Corporation (the team behind Mario vs. Donkey Kong, 1080°: Avalanche and Ridge Racer 64, among others).

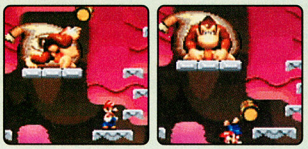
Hammer Time

Your score will be multiplied if you defeat more than one enemy with a single hammer. For example, try defeating all of the enemies with only one hammer in level 1-2. If you keep moving quickly, it's possible to get a score as high as 40,000 points!

Jumpman

You should master all of the special jumps, such as the handstand jump, handstand double jump and backflip jump. The backflip jump is especially useful when you have to generate a quick high jump to escape from dangerous crumbling blocks.

Fight with Your Feet



In the last level of world 3, Donkey Kong throws two types of barrels. Rolling barrels always bounce off-screen and flipping barrels always land on the ground. You can stop the rolling barrels with your feet by doing a handstand.

STAR BONUS STRATEGIES

We've provided some strategies to help you achieve the high scores and unlock the expert levels (you'll earn one per eight stars). The first couple of worlds are pretty straightforward, so our coverage kicks off with world 3-1.

FIRE MOUNTAIN

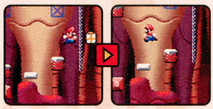
WORLD 3-1 ★ 28,500

Jump onto the moving platform and duck under the wall. Rather than wait to be carried to the key, jump onto the upper platform when the lava stream rises. Do the same on your way back to the door.

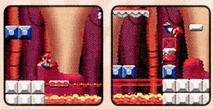
In the second part of the level, hop onto the moving platforms and duck under the walls again. When the lava stream raises the second platform, leap onto the ledge to your right. From there, jump along the bouncing enemies to nab the presents, then do a backflip to reach the Mini-Mario .

WORLD 3-2 ★ 32,000

Quickly hop onto the first block as it hits the ground, then immediately do a backflip onto the platform with the present. While the block is still rising, jump across it and grab the key to shave a few seconds off your time.

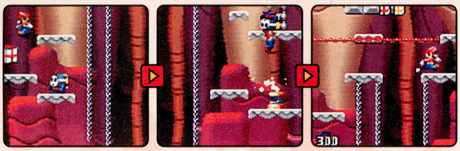


In part two, hop onto the far-right block and ride it to the chain. Grab the yellow present then drop back onto the block and leap to the static platform. The next block to your left will carry you to the upper part of the level.

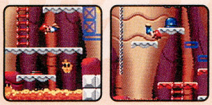


Head left and jump on the blue switch then run across the crumbling walkway and snag the blue present before dropping back to the start point. Run to the blue blocks floating over the lava and do a backflip to cross the gap.

WORLD 3-3 ★ 30,500



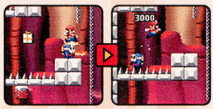
Climb the chains and pick up the red present then leap across and nab the yellow present. Before you bounce off the spring nearby, pick up the Shy Guy to bring him with you. While standing on the platform above the rightmost chain, you can toss the enemy at his cohort below for 600 points.



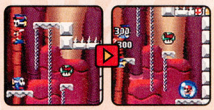
In the second section of the level, perform a backflip to grab the blue present, then another to reach the blue switch. By doing so, you can bypass the rest of the buttons and rescue the Mini-Mario immediately.

WORLD 3-4 ★ 29,500

Jump on the second blue button then grab onto the chains and reach out for the blue present. Proceed left and pick up the key, then jump on the red switch and make your way back to the door via the moving platform.

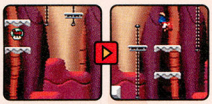


At the beginning of section two, make your way to the first Shy Guy as quickly as possible so you don't have to wait for his flamethrower. To retrieve the yellow present, pick up the guy and throw him on the spikes.



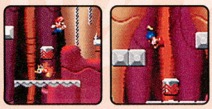
You can pick up the Shy Guy in the top-left corner and drop him on his buddy for an easy 600 points. You should also have time to snatch the 1-Up if you weren't slowed by the flamethrower mentioned in the previous tip.

WORLD 3-5 ★ 29,000



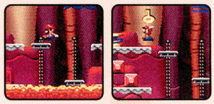
Jump onto the first elevator then grab the 1-Up and do a backflip onto the platform overhead instead of waiting for the elevator. You'll save a couple of precious seconds and look cool in the process.

Make your way across the next pair of elevators, then climb the far-right chain and snag the present. Quickly slide back down, pick up the key and try to time your jumps for when the elevators are in the middle.

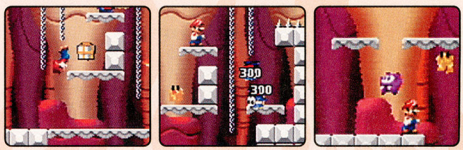


In part two, you can avoid problems with the fire birds by using the falling blocks to ascend the level as quickly as possible. Also, you can backflip onto the platform that leads to the blue present rather than wait for a block.

WORLD 3-6 ★ 27,000

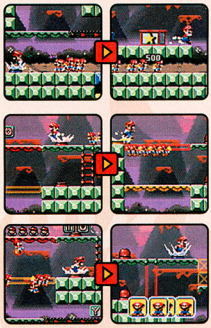


You'll have to exercise a little patience to avoid falling into the lava. Hit the blue switch and make your way down to the red present on the bottom-left platform, then hit the red switch, swipe the key and return to the door.



In section two, perform a backflip to nab the yellow present, then pick up the Shy Guy overhead and toss him at the one to your right for 600 points. You'll find the blue present in the lower right-hand corner of the level. After you procure it, use the bouncing enemies to reach the Mini-Mario.

WORLD 3-MM ★ 14,000

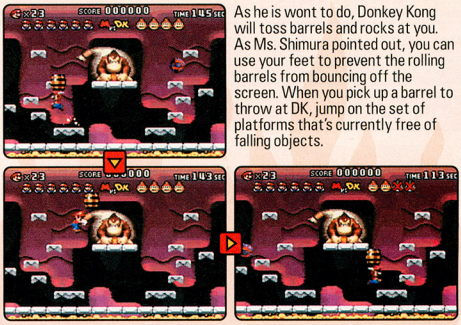


Trigger the blue switch at the beginning of the level, then proceed to your right and climb the ladder that appears. Jump over the toy box for the time being so your little buddies will snag the letter *T*.

Continue right, bounce on the spring and wait for the Mini-Marios to join you. Climb the ladder and depress the yellow switch then lead your pals left to the *O*, hitting the red switch along the way.

Activate the nearby yellow switch then the red switch to make the toys fall. Climb the ladder and hit the blue switch before the little guys reach the end of the conveyor belt. Drop, head right and lead them to the toy box.

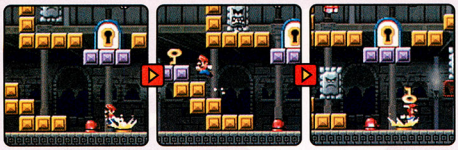
WORLD 3-DONKEY KONG ★ 18,500



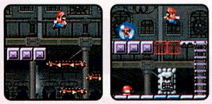
As he is wont to do, Donkey Kong will toss barrels and rocks at you. As Ms. Shimura pointed out, you can use your feet to prevent the rolling barrels from bouncing off the screen. When you pick up a barrel to throw at DK, jump on the set of platforms that's currently free of falling objects.

SPOOKY HOUSE

WORLD 4-1 ★ 29,000

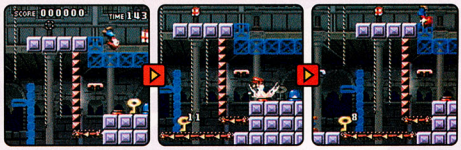


Jump on the yellow switch when both Thwomps are at the top. Grab the key and hit the red switch, then lure the Thwomps down and depress the yellow switch again to trap both of them beneath the door. When you get up there, be sure to snag the present before you leave.

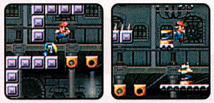


In part two, head right, jump on the falling spikes and follow the conveyors to the blue switch. Activate it and head back down to grab the yellow present, then take the high road to the Mini-Mario (jumping over the Thwomp).

WORLD 4-2 ★ 32,000

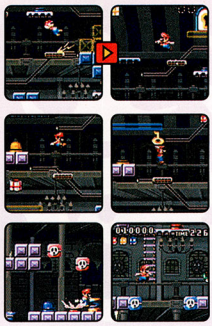


Bounce from the spring and climb the ropes to reach the middle walkway, then drop to the small red platform and do a backflip to nab the present. Trigger the blue switch, pick up the key and throw it on the conveyor belt. Jump on the red switch and retrieve the key with a couple of backflips.



To squeeze past the gaps in the second part of the level, crouch and let the Sir Shovalots push you through. Be careful on the orange platforms—they'll collapse from under your feet if you stand on them too long.

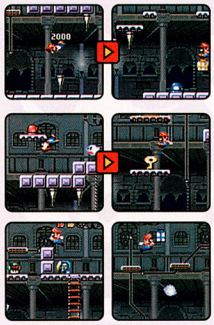
WORLD 4-3 ★ 31,500



Do the following very quickly. Press the bottom-right blue switch then hop back onto the platform. Jump on the blue blocks then onto the second moving platform, and backflip to the ledge with another blue switch. Immediately leap from the top moving platform to the blue ledge. Do a backflip to snatch the yellow gift, fall to the middle moving platform, press the yellow switch, grab the red gift and nab the key. Press the blue and yellow switches again as you ascend to the door.

Timing is very important in the second section as well. You'll turn the red and blue Boos into platforms by hitting the corresponding switches, but you must do so when the ghosts are in the proper positions (see screenshots).

WORLD 4-4 ★ 31,000

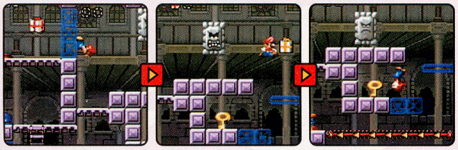


Run forward and perform a backflip to snag the red present, then use the fallen spikes to reach the chains. Proceed to your right and pick up the yellow present, then trigger the blue switch and make your way back to the chains.

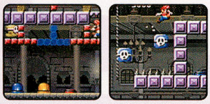
Climb to the top of the level this time, and do a backflip to reach the red switch to your left. Drop onto the lift and grab the key, facing the Boo as often as possible to keep it away from you. Take the lift up to the door.

In section two, climb the ladder and use the Sir Shovalot to jump on the blocks to your left. Hop to the 1-Up platform then hit the blue switch. Ride the lifts back to Shovalot and let him push you onto the Mini-Mario.

WORLD 4-5 ★ 30,000

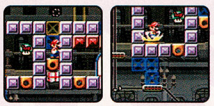


Bounce off the spring then do a backflip to the red present. Head right and jump off the ledge to nab the yellow present. After the conveyor belt carries your stunned body back to the spring, bounce up and drop onto the belt again so you can backflip to the key. Drop it on the belt and follow it.

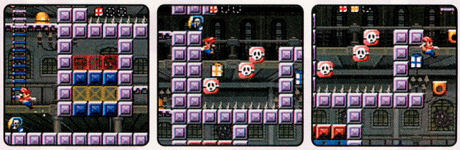


In part two, trigger the yellow switch then the red switch to trap the lower two Boos on the left side of the screen. Ascend to the other set of switches and hit the blue one to set the blue Boos as stepping-stones.

WORLD 4-6 ★ 27,000

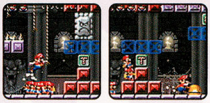


Ride the far-left platform to the top of the level then drop through the middle for the red present. Hit the blue switch, take the right platform back to the top, then hit the yellow switch, get back on the left platform and climb to the key.

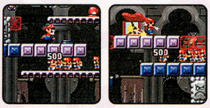


In section two, activate the blue switch then the red switch to drop the Sir Shovalot to the floor. Hit the blue switch again, then let him push you to the left, and jump on his head to reach the ladder. Hit the red switch when the Boos are in position to help you cross the gap. Nab the blue gift and repeat.

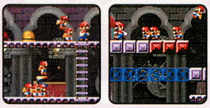
WORLD 4-MM ★ 10,000



Jump on the Mini-Marios to grab onto the rope, then climb up and press the blue switch. Drop back down and hit the red switch to trap the Thwomp up top, then lead your doppelgangers right and push the yellow switch.



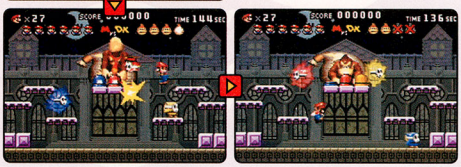
Lead the Mini-Marios to the letter *Y* then turn around and climb the ladder to your right. The toys will bounce off the spring to join you. Head left, and when the Thwomp falls, hit the blue switch to trap it, then grab the *O*.



Turn around and lead your tiny buddies back to the spring. Once they've rejoined you, trigger the red switch and leap onto the ledge that appears. The Mini-Marios will follow, bringing them within reach of the toy box.

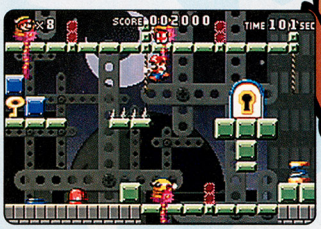
WORLD 4-DONKEY KONG ★ 21,000

Donkey Kong will enlist the help of three different-colored Shy Guys then proceed to immolate them by pounding on the switches. Pick up whichever bashful baddie isn't on fire (it won't burst into flame in your hands), then carefully navigate the platforms and toss the unfortunate Shy Guy at the toy-stealing ape.



THE RIVALRY CONTINUES

There are two worlds left to go, but if you've managed to earn all of the stars up to this point, you should be well-prepared to tackle the rest of the high scores. If you're having trouble, remember to look for shortcuts using your backflip or double jump, and try to perfect the timing of any moving elements in the level (lifts, Boos, etc.). After you defeat Donkey Kong in World 6, you'll have access to all of the Plus worlds, as well as the expert levels that you've unlocked. Mario and Donkey Kong's renewed rivalry packs as much gameplay as you'd expect from the dynamic duo.



Prisoner of Azkaban for the GBA is an immersive and spellbinding RPG for all ages.

GET CONNECTED

Harry Potter and the Prisoner of Azkaban™

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SOMETHING WICKED THIS WAY COMES

Harry, Ron and Hermione, along with many other young witches and wizards, are returning to Hogwarts School of Witchcraft and Wizardry for what promises to be another exciting—and dangerous—year in EA's RPG based on J.K. Rowling's Third novel. Sirius Black, an escaped Azkaban inmate, is at large and rumor has it that he's out to get Harry. To make matters worse, the Dementors, feared guards of Azkaban Prison, have been spotted nearby. A great menace is coming for Harry—he'll need his friends now more than ever.

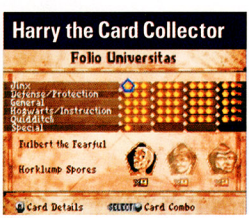
A YEAR OLDER AND A YEAR WISER

Harry, Ron and Hermione each have unique spells and special moves that allow him or her to aid the other two. Explore new locations, including the Hogwarts Express and the Shrieking Shack, gather over 60 collector's cards, play enchanting minigames and more.

Fight Monsters with Magic

The battle system revolves around turn-based magical encounters that let Harry, Ron and Hermione gain experience and level up. Each character possesses one unique spell and abilities called special moves. Spells level up with use; each one has three forms: uno, duo and tria.

Harry the Card Collector

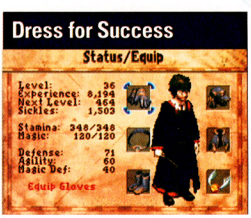


Harry's special moves are three-card combos that summon a wide array of magical effects during an encounter. You will be able to use a card combo once you collect all three required cards (some combos use up cards). Card combos are categorized by their effect type in the *Folio Universitas*.

Filling the *Folio Bruti*

When you bump into an enemy that isn't in your *Folio Bruti*, the creature will be shrouded in a magical blue cloud. Engage the unknown foe in a magical encounter and cast Informus on it; its info will be added to your *Folio Bruti* once you defeat it. View each critter's info to learn its spell weaknesses.

Dress for Success



Equip Harry, Ron and Hermione with items to raise their Defense, Agility and Magic Defense. You can find equippable items in treasure chests, or purchase them from Fred and George's shop (see page 92). Some items are character-specific; for instance, only Harry can equip the Quidditch items.

EVERYONE
E
CONTENT RATED BY ESRB
Mild Fantasy Violence

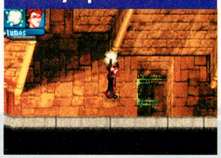
LEAKY CAULDRON

Talk to Cornelius Fudge; he'll show you to your room and present you with your first three collector's cards. Find three more in chests in the Leaky Cauldron. Hagrid has left a package that contains *The Monster Book of Monsters* in your room. Defeat the beastly book to win a School Robe.

Ron's Predicament

After you exit your room, you'll run into your close friend Ron Weasley and his parents. Talk to Ron about his sickly rat then chat with Tom, the innkeeper. Enter the cellar to search for the Rat Tonic.

Utility Spells



Each character knows spells that he or she can use to interact with the environment (see page 92). In the cellar, use Lumos to illuminate hidden paths, and Flipendo to move or break objects.

Cellar-Crawling

New enemies in the cellar will be concealed in a blue magic cloud. After you cast Informus on a foe, you'll be able to see its true form on the adventure map from that point on unless it is grouped with an unidentified beast.

Rat-Tonic Trouble

When you find the Rat Tonic, a rat has consumed it and mutated into a giant rodent. Battle the giant rat to obtain the Rat Tonic (Incendio or Verdimillious works well). Use Flipendo to move the nearby pillar, then exit the cellar.

A Game of Cat and Rat

After you give the Rat Tonic to Ron, Hermione's cat, Crookshanks, will chase Scabbers away. Choose to help Ron or Hermione retrieve his or her familiar; who you choose will determine your rewards.

RON WEASLEY

If you go with Ron to search for his rat, Scabbers, you'll cast his Alohomora spell to open the two locked doors in the Leaky Cauldron's cellar.

- **Hungarian Horntail Dragon Collector's Card**
- **Hebridean Black Dragon Collector's Card**

HERMIONE GRANGER

If you choose to help Hermione find her cat, Crookshanks, you'll rely on her Reparo spell to fix the broken stairs in the Leaky Cauldron's cellar.

- **Cordelia Misericordia Collector's Card**
- **Malodora Grymm Collector's Card**

HOGWARTS EXPRESS

Find a seat in Professor Lupin's compartment or chat with your fellow students before settling down for the ride. When Neville loses his toad, help him by searching for it in the baggage car. After the Dementors appear and Harry passes out, bar the door with Flipendo—Professor Lupin will come to your rescue.

RON WEASLEY

Ron's task is to find some chocolate for Harry. Travel right through the baggage cars to the buffet car. Talk to the lady there to obtain the chocolate.

- **Lady Carmilla Sanguina Collector's Card**
- **Phoenix Collector's Card**
- **Pepperup Potion**
- **Norwegian Ridgeback Dragon Collector's Card**

HERMIONE GRANGER

Professor Lupin will ask Hermione to find the conductor. Walk left through the passenger cars. The conductor is at the left end of the far-left car.

- **Lady Carmilla Sanguina Collector's Card**
- **Pepperup Potion**
- **Norwegian Ridgeback Dragon Collector's Card**

NAVIGATING HOGWARTS

Hogwarts is a huge castle with seven floors and more twists and turns than an old-fashioned roller coaster. If you aren't sure where to go, talk to the other students—they can offer guidance. Search every nook and cranny of Hogwarts for treasure chests and creatures. Watch your step, though; the Dementors could be lurking in the shadows.

Hogwarts Halls

The Portrait Room is through the east passage on the first floor. If you memorize which portraits lead to which floors, it will make navigating Hogwarts a breeze.

If you prefer getting around by foot, use the Grand Staircase. The stairs reach all seven floors of Hogwarts; a door atop each flight leads to the next floor. The first floor is at the bottom of the Grand Staircase.

Weasley Wares

Fred and George run a shop in the lower-right corner of the seventh floor. The bulletin board in the Gryffindor Common Room has an ad for their shop.

You can buy an assortment of goodies there, such as equipment, potions and Collector's Cards. The twins will also buy your unwanted items.

The Wizard Card Collector's Club

The Wizard Card Collector's Club is located on the fifth floor; enter the door on the left wall. If you've collected an entire category of cards, you can open the corresponding chest to obtain a prize, such as access to the Tea Leaf Divination minigame. You may need to play through the game more than once to find all the cards.

READING, WRITING & MAGIC

Climb the Grand Staircase to the seventh floor and walk to the far left to find a gathering of fellow Gryffindor students. Speak to the fat lady in the portrait to enter the Gryffindor Common Room. Listen to Professor McGonagall's announcements then rest for the night. When you wake up, head down to the first floor for your morning class.

Spell Chart

The displayed spells are your starting spells, plus the first ones you'll learn. The spells in the top row are usable only outside of encounters.

FLIPENDO (All)

Cast Flipendo to push or break specific objects (barrels, blocks, etc).

LUMOS (Harry)

Cast Lumos to illuminate your way and reveal hidden paths.

ALOHOMORA (Ron)

Alohomora opens gates that are sealed with a magic lock (not normal doors).

REPARO (Hermione)

The Reparo charm fixes broken objects, such as staircases.

DIFFINDO (Harry)

Diffindo slices through barriers such as spiderwebs. It is also a powerful attack spell.

SPONGIFY (Ron)

Cast Spongify on a Spongify Pad to spring across gaps. It also weakens foes' attacks.

GLACIUS (Hermione)

Glacius cools fire and creates ice bridges over liquid. It is also a strong attack spell.

Transfiguration Class

Enter the Transfiguration classroom (through the left door on the first floor). Listen to Professor McGonagall's lesson; she'll instruct Harry and Hermione to find her in a maze. Navigate the maze and defeat Crabbe and Goyle at the end (use Incendio or Verdimillious) to win a Black Pointed Hat, Quidditch Boots and the Petrificus Totalus spell.

Care of Magical Creatures Class

At his hut on the Hogwarts grounds, Hagrid will ask you to recover five escaped *The Monster Book of Monsters* texts. Hagrid will give each character a new spell: either Diffindo, Spongify or Glacius. Enter the garden maze, recover the five texts and defeat the Venemous Tentacula (use Diffindo and Glacius) to win Potions Gloves and a Pocket Watch.

Meet Buckbeak

Hagrid's Care of Magical Creatures lesson involves a proud Hippogriff named Buckbeak. Draco insults the beast and ruins Hagrid's lesson. After everyone leaves, Harry will ride Buckbeak, opening the Buckbeak's Hippogriff Glide minigame.

Potions Class

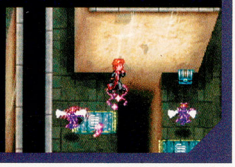
Walk through the door left of the the Entrance Hall's stairs. Enter the Potions classroom and listen to Professor Snape's lesson about Shrinking Potions. Choose Harry or Ron then enter the maze to collect five potion ingredients.

Collect ingredients in the maze; four of them are in chests. At the end of the maze, you'll encounter a river troll. If you have Ron, cast Spongify on the beast to weaken its attack. Use Glacius and Incendo to take it out. Defeat the troll to get the dead caterpillar. Snipe will reward you with the Wingardium Leviosa spell.

RON WEASLEY

If you choose Ron as your partner to gather potion ingredients, you'll cast his Alohomora spell to access areas of the Potions Classroom maze.

- Yardley Platt Collector's Card
- Manticore Collector's Card
- Phoenix Collector's Card
- Wiggenweld Potion



HARRY POTTER

If you choose the Hermione-and-Harry duo to collect potion ingredients, Harry's Diffindo spell will come in handy for cutting down thick spiderwebs.

- Merlin Collector's Card
- Wiggenweld Potion (x2)

MAGIC-FILLED MINIGAMES

Over the course of the game, you'll have the opportunity to unlock four fun minigames by completing tasks or collecting specific sets of cards. Once you unlock a minigame, it will appear under Mini-Games on the main menu. A special minigame called the Owl Care Kit will become available if you link the GBA version of the game to the GCN and purchase the kit from Fred and George's shop in the GCN version. We'll reveal more about the Owl Care Kit next month in our Prisoner of Azkaban GCN strategy coverage.

Buckbeak's Hippogriff Glide

Hop on Buckbeak's back and soar through rings of bats to score points and add to the timer. Press A to ascend and B to descend.

Wizard Cracker Pop-It

Line up Wizard Cracker Pop-Its by color and shape to create chains and score points in this addictive puzzle game. How many can you pop?

Riddikulus Boggart Challenge

Prevent the shape-shifting Boggart from reaching the students by pressing the correct direction on the Control Pad.

Tea Leaf Divination

The tea leaves tell all. Tap A repeatedly to swirl the tea leaves in the tea. Press B to settle the leaves and receive your divination.

THE DEMENTORS ARE COMING

We've revealed less than one third of the trio's exciting tale. Is Sirius Black really after Harry? Why is Mr. Potter so strongly affected by the mysterious Dementors? With his friends by his side and you at the controls, Harry must discover the answers to these questions and more.

SEGA AND ATLUS TEAM UP TO BRING STRATEGY-RPG BEACON SHINING FORCE TO THE GBA THIS JUNE!

Original game © Sega. © Sega/Amusement Vision, 2004. Co-published by Sega and Atlus.

TEEN T CONTENT RATED BY ESRB
Mild Violence

MIRRORED DESTINIES AND A FORGOTTEN PAST

In an age of turmoil, two heroes share a dark destiny. Max is a skilled swordsman with no memory of his past, and Narsha is a spirited princess from a distant kingdom. Together they form the Shining Force's foundation.

MAWLOCK'S MYSTERIOUS CARDS

Mawlock, who will eventually join the Shining Force, is able to use character cards in battle. To find every card, talk to your allies and search inside buildings (check bookcases, paintings, etc.).

NEW RECRUITS WANTED

You'll have many opportunities to recruit new members to the Shining Force. The most unique of the 33 recruitable characters take extra effort to find.

GONG

Gong is the only Monk in the game. He has well-balanced stats and average healing; he's an all-around good ally in any situation.

GORT

Gort is a stout Dwarven Warrior, and one of the strongest characters you can recruit. He's a solid choice for the Shining Force's front lines.

BALBAROY

Balbaroy is one of two Birdmen you can recruit. He excels at flying over any terrain and can wield spears, lances and the mighty Hero-exclusive swords.

ARTHUR

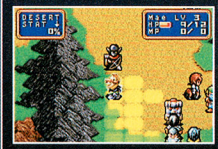
Arthur's stats are lower than those of the other Knights you'll recruit, but he is the only one with magic abilities. Build him up—he'll be indispensable.

PROMOTE GROWTH

When a character reaches level 10, you can usually promote him or her (at a church) to a new class. Promoted allies return to level one and lose a small percentage of their stats, but they gain access to stronger weapons and can reach a higher maximum level.

BATTLE ESSENTIALS

Several elements influence a battle's outcome; the terrain, the objectives, and who you take into battle are just a few. Finish battles quickly to reap a bonus, or draw them out to level up your allies—it's up to you.



TERRAIN TACTICS

Terrain will affect each character's Mobility, Defense and Attack. Your allies' attributes determine the degree to which they are affected. For instance, some terrain types offer high Defense and Attack advantages but hinder Mobility for races such as Centaurs.

FORCE FORMATION

You can take 12 characters into a battle. Balance your group with Knights and Warriors for frontline, close-range combat, Archers and Mages for long-range rear assaults, and a Healer or two to tend to the injured.

KNIGHTS AND WARRIORS

Knights and Warriors are masters of dishing out damage, as well as taking it. Lead battles with the heavy-hitting frontliners to protect your weaker characters from a direct assault. Knights' mobility suffers greatly, however, in any non-flatland terrain.

ARCHERS AND MAGES

Archers and Mages can wreak havoc on quick, flying enemies with their ranged attacks, but they have some of the game's lowest Defense and HP. Place them at the rear of your group, behind the Knights and Warriors, to protect them from direct physical attacks.

THE HEALING FORCE

Healers are essential to any battle, but they must be protected—keep a minimum of one Healer in the group at all times. You can also heal your characters with items such as Medical Herbs and Healing Seeds. Give your characters at least one healing item each.

THE KINGDOM OF GUARDIANA

One year after Max washed up on the Guardiana shore with no recollection of his past, his peaceful life takes a fateful turn. As Max follows his destiny, his training under the esteemed Lord Varios will be put to the ultimate test.

COUNCIL WITH THE KING

Speak with the Guardiana townsfolk then travel north through town to Guardiana Castle. Enter the throne room and speak with the King of Guardiana, Nova, Ward and Varios. When the king requests your aid, accept the task.

THE BIRTH OF A NEW LIGHT

After you accept the urgent quest, go to your group's headquarters (west of the castle) to round up your companions. Five friends will form the core of your team; talk to them in the headquarters to receive four character cards.

HASTY PREPARATIONS

After you've assembled your group, talk to the king to obtain 100 gold coins. At the item shop, buy at least six Medical Herbs and give one to each character. Record your journey at the church, then leave town.

GUARDIANA POINTS OF INTEREST

THE TOWER

At the top of the castle tower, an elderly man is peering through a telescope. If you stand at the opposite end of the telescope and press A, he'll back away. Talk to him to find out what he saw.

THE TREASURY

The royal treasury will be blocked by a guard until after the second battle (see tip 2 in Guardiana's Downfall). Inside you'll find an antidote, an Angel Wing, a DEF Potion, Power Wine and a Rousing Ring.

THE CHURCH

Each town has a church where you can revive fallen comrades, lift curses, promote your allies and save your game. It's good practice to save your progress before and after every battle.

THE TAVERN

Gort, the legendary Dwarven Warrior, whiles away the hours drinking in the Guardiana tavern. Talk to him after the second battle; he'll take up his axe once again to join your cause.

BATTLE 1 GATE OF THE ANCIENTS

A Rune Knight and his Goblin lackeys are in the middle of a feeble attempt to open the door to the Gate of the Ancients when the Shining Force intervenes. You must protect the gate at all costs!

VICTORY CONDITION:	BONUS-REWARD CONDITION:
DEFEAT THE RUNE KNIGHT	WIN WITHIN EIGHT TURNS TO RECEIVE 250 GOLD COINS

TACTICS:

Arrange your group with Ken, Max and Luke in the front, Gong on the flank, and Hans, Tao and Lowe in the rear. Defeat the first three Goblins then advance and take out the remaining two. After the Goblins are gone, focus your attacks on the Dark Dwarves then the Rune Knight.

THE MOUNTAIN HUT

A mountain hut lies east of the Gate of the Ancients. If you egress or retreat from a nearby battle, you can visit the hut. Talk to Gong and Yogurt outside the hut. Chat with the people inside to find Gong's card and to save.

GONG

Talk to Gong to make him join you. Recruit Gong before the first battle; his healing abilities will come in handy.

BATTLE 2 REACH GUARDIANA

The earthquake that shook the Gate of the Ancients has blocked the pass to Guardiana. The Shining Force must fight its way through the enemy-laden northern pass to reach home.

VICTORY CONDITIONS:	BONUS-REWARD CONDITION:
DESTROY ALL ENEMIES GET TO GUARDIANA	WIN WITHIN 12 TURNS TO RECEIVE THE DEMIBUSTER

TACTICS:

To earn the bonus reward, you must push forward to Guardiana; it helps to split up your forces. Defeat the first three Goblins then advance west over the mountains. Keep your strongest members on the front line and take out the foes. Travel south to the bridge and finish off the enemies.

GUARDIANA'S DOWNFALL

The Shining Force returns to Guardiana to find the city in shambles. Max arrives at the castle only to witness Runefaust's Silver Knight, Kane, strike down Lord Varios and the king. Talk to the townsfolk then head to Alterone to carry out the king's dying wish.

MAE

After you witness the demise of Varios and the king, Mae will join your team to avenge her father.

GORT

When you return to Guardiana, swing by the tavern and chat with Gort—he'll insist on joining the Shining Force.

A KINGDOM IN RUIN

In Max's absence, Kane of Runefaust raids Guardiana in search of the key to the Gate of the Ancients. When he discovers that no such key exists, he foreshadows Runefaust's devious plans.

CLEAR THE COFFERS

After the king's passing, the guards will let you take what remains in the royal treasury. Unfortunately, Kane has already made off with the kingdom's most valuable possession—the Light Saber.

BATTLE 3 ROAD TO ALTERONE

Max and the rest of the Shining Force must march onward to the Kingdom of Alterone. A gathering of Runefaust's minions and an army of Giant Bats lie between you and your destination.

VICTORY CONDITIONS:	BONUS-REWARD CONDITION:
DESTROY ALL ENEMIES GET TO ALTERONE	WIN WITHIN 10 TURNS TO RECEIVE 400 GOLD COINS

TACTICS:

When a battle has multiple victory conditions, you need to fulfill only one to end the battle. Advance north with your Knights and Warriors in the lead. Defeat the Dark Dwarves then move onward to face the Rune Knights. Use Ken (with a spear equipped), Tao and Hans to snipe the Giant Bats.

THE KINGDOM OF ALTERONE

Alterone is an opulent kingdom whose citizens are far more interested in riches than in the state of the world outside their walls. When Max enters the castle to request support, he is met with flippancy and indifference—treachery is afoot.

A FRIEND FROM HOME

Talk to the merchant who's standing to the right of the weapon shop's counter; he'll recognize you as a fellow citizen of Guardiana. After he hears your story, he'll rush to the castle to inform the king of your quest.

HELP YOURSELF

Before you approach the King of Alterone, search the castle for treasure chests containing goodies. If you poke around the castle and talk to the people inside, you'll notice something very suspicious.

DEAL WITH DARKNESS

Alterone's cowardly king, concerned only with his kingdom's well-being, strikes a dangerous deal with Kane. When you ask him for help, he'll run to tell Kane, who will have you thrown in jail. Khris will free you, join the Shining Force and usher you out of the castle.

ALTERONE POINTS OF INTEREST

THE BUILDINGS

Nearly every building in Alterone houses at least one treasure chest. If you search high and low, you can find everything from weapons to items to gold.

THE PUSHCART

If you nudge the pushcart, it will splash mud on a nearby woman. Talk to her—she'll shove you into the water. Float to the chest and open it to find Power Wine.

THE WEAPON SHOP

The Alterone weapon shop is stocked with some handy new arms. If you have enough gold on hand, buy a Jagged Flash and give it to Gort.

KHRIS'S CARD

After the fourth battle, talk to the lovesick man near the castle entrance. He is sad to see the object of his affection, Khris, leave, but he'll give you her card.

BATTLE 4 RECLAIM ALTERONE

The forces of Runefaust, led by Kane, are tearing Alterone apart in an effort to capture the Shining Force. Defeat all the enemies to save the kingdom from suffering the same fate as Guardiana.

VICTORY CONDITION:
DESTROY ALL ENEMIES

BONUS-REWARD CONDITION:
WIN WITHIN 12 TURNS TO RECEIVE THE JAGGED FLASH

TACTICS:

The enemy will advance from the north and the east. Split your force into two even squads; move one east across the bridge, and one north. Send Khris with one squad and Lowe with the other so both groups have a Healer. Maintain a tight formation with both groups.

ESCAPE FROM RUNEFAUST

Far to the east, in the Kingdom of Runefaust, Lord Darksol has taken control of King Ramladu. Fearing for her life and the kingdom's safety, Princess Narsha flees the castle with Mawlock.

CHAPTER-ONE EPILOGUE:

Darksol's minions corner Narsha as she tries to escape. During the battle's second turn, a mysterious Assassin named Zuika will come to her aid. The battle will end when the Dark Mage is defeated—take him out for a swift victory.

THE TOWN OF RINDO

The Shining Force follows Runefaust's army to Rindo, a thriving port town and home to wealthy merchants. Claiming neutrality, the Mayor of Rindo will suggest you seek aid in Manarina instead.

SEASIDE SIGHTS

Talk to the townsfolk and search the city for useful items before you leave for Manarina. The chest in the building near the dock contains a rare Speed Ring. You can also talk to Mae in the headquarters to obtain her card.

RINDO POINTS OF INTEREST

THE PLAYHOUSE

When you first visit the playhouse, a performance called *The Glory of Runefaust* will be showing. After the sixth battle, the show will change in your favor.

THE CIRCUS & THE PORT

Runefaust's army bought up every boat in Rindo except the mayor's personal vessel. After you save his grandson from the circus, the mayor will give you his ship.

THE MAYOR'S HOUSE

When you speak with the mayor he'll refuse to help the Shining Force. He'll change his tune later, when he needs your help (after the sixth battle).

THE WEAPON SHOP

The Rindo weapon shop has a few new items, such as the Landslide axe and the Power Staff. Stock up on the specialty weapons for the battles ahead.

BATTLE 5 TREK TO MANARINA

In response to the recent invasions, Manarina has increased its security. As you approach the magical city, your force will be met by Manarina's guardian mages and beasts. Defeat them to enter the city.

VICTORY CONDITIONS:
DESTROY ALL ENEMIES
GET TO MANARINA

BONUS-REWARD CONDITION:
WIN WITHIN 18 TURNS TO RECEIVE THE DOLL HATER

TACTICS:

The desert will slow your group's Mobility drastically. Defeat the Dark Dwarves with your hard-hitting allies; back them up with Tao and Hans. Keep your team together and push north. Protect your weaker characters from Zombies—they have high Attack Power and can poison.

THE TOWN OF MANARINA

Manarina is a magical city where the most talented mages in the land reside. Princess Anri of Guardiana is studying magic in the city. Tell Anri of her father's fall, then speak with Lord Otrant.

ANRI

After you tell Princess Anri about her father's fate, she'll join the Shining Force. Anri is a powerful Mage who excels at ice magic.

ARTHUR

If you talk to Arthur after you find the Orb of Light, the Centaur Knight will invite himself into the Shining Force. Arthur will give you his card when he joins.

OTRANT'S REQUEST

Speak with Lord Otrant, the leader of Manarina. He'll ask you to enter the netherworld beneath Manarina to retrieve the Orb of Light—the key to the mystery surrounding the Legacy of the Gods. Prepare your group then proceed to the Cavern of Darkness.

WHAT LIES BENEATH MANARINA

Enter the room behind Otrant's office then descend the stairs. Continue down two more staircases to appear in the Cavern of Darkness. After you obtain the Orb of Light and speak with the Spirit of the Spring, return to Otrant.

MANARINA POINTS OF INTEREST

DOMINGO EGG

Talk to the mage in the room north of the library then search the machine there to find a Domingo Egg. Later you'll incubate the egg to hatch Domingo.

ANRI'S AND TAO'S CARDS

You can find Anri's card in the room northwest of the lost old man—search the bookcase in the room. Tao's card is in the treasure chest in the VIP mage's room.

THE PRIEST

Manarina doesn't have a church building, so the priest can be a little tricky to find. He's in a nook above a staircase that leads down to your headquarters.

DEMON SUMMONING

The mage in the basement is conducting experiments with demon summoning. Agree to watch his experiment to view a comical scene.

BATTLE 6 CAVERN OF DARKNESS

The Cavern of Darkness is an evil place linked to the netherworld. A formidable skeleton and its minions guard the Orb of Light. Leave the treasure chests for after the battle.

VICTORY CONDITION:	BONUS-REWARD CONDITION:
DEFEAT THE SKELETON	WIN WITHIN 10 TURNS TO RECEIVE 500 GOLD COINS

TACTICS:

Protect your weaker characters from the zombies and push toward the skeleton. Take out the Giant Bats quickly, or they will put your team to sleep. Equip your Warriors with Jagged Flash axes and your Knights with spears to assist Tao, Anri and Hans against the Giant Bats.

SPIRIT OF THE SPRING

After you show Otrant the Orb of Light, enter the door north of the Cavern of Darkness's stairway. Inside, speak to the Spirit of the Spring.

RETURN TO RINDO

The Shining Force returns to Rindo in hopes of finding a ship in which to cross the sea. Unfortunately, only one boat remains in Rindo's harbor, and it belongs to the mayor's family. You'll have to strike a deal with the mayor—coincidentally, he needs your help.

KIDNAPPER ON THE LOOSE

When you visit the mayor to request the use of his family's ship, his household is in distress. The mayor agrees to let you use the ship if you find his missing grandson, who was last seen near the circus tent.

BATTLE 7 RINDO CIRCUS

Mishaela, a legendary witch in Runefaust's service, has gathered a force of evil dolls to put an end to the Shining Force. Defeat the marionette (the boss) to save the mayor's grandson.

VICTORY CONDITION:	BONUS-REWARD CONDITION:
DEFEAT THE MARIONETTE	WIN WITHIN 8 TURNS TO RECEIVE THE ZOMBIE CHARMER

TACTICS:

Stick together to defeat the mannequins, Evil Puppets and Giant Bats. When you reach the marionette, surround it (ignore its Dire Clown guards) and focus all your attacks on taking it out. It casts Freeze Level 4, so keep your weaker characters out of its casting range.

SHIP SABOTAGE

With his grandson returned safely, the mayor honors his word and grants you unlimited use of his boat. Just when things are looking up for the Shining Force, Mishaela appears and torches the ship.

INTO THE WOODS

After his ship sinks, the Mayor of Rindo tells you to visit Shade Abbey, where you'll find a guide to lead you to Bustoke. Leave Rindo and travel north through the pass to the abbey. When you enter the abbey, the people there seem frightened and disoriented; a dark evil has taken hold of the area.

ABBEY OF THE LIVING DEAD

Shade Abbey is crawling with undead disguised as people. Search the library for Balbaroy's card; it's hidden in the right-hand bookcase. Enter the chapel to meet the one behind the twisted necromancy.

BALBAROY

Balbaroy, one of the last remaining Birdmen, will join your cause after you save him at Shade Abbey. He and his wife, Amon, are formidable airborne fighters.

AMON

Amon will join the Shining Force after you free her and Balbaroy from Darksol's undead minions. She will give you her card as thanks for her freedom.

BATTLE 8 SHADE ABBEY

Balbaroy is trapped in the Shade Abbey chapel where Darksol has set up an ambush complete with zombies, skeletons and a ghoul. Defeat the smaller foes then focus all your attacks on the ghoul.

VICTORY CONDITION:	BONUS-REWARD CONDITION:
DESTROY ALL ENEMIES	WIN WITHIN EIGHT TURNS TO RECEIVE 1,000 GOLD COINS

TACTICS:

At the beginning of the battle, Max will be separated from the rest of the group. Arrange Max, the Knights and the Warriors in a line between the front two pews. Form a protective arc around your Healers, Mages and Archer then take out your foes as they approach your front line.

CHAPTER-TWO EPILOGUE:

Narsha and her companion, Zuika, continue west in search of the Shining Force. They arrive at a wharf only to be surrounded by Outlaws, a Gobgouitch and a giant sea monster named Kraken. Use Narsha's Aura spell to heal. You can run past Kraken, but if you defeat it you will score 2,000 gold and a Heavy Mace.

MAY THE LIGHT BE WITH YOU!

Just a head lies Bustoke, where Runefaust's army has imprisoned every man in the village and poisoned Zylo, King of the Forest—there's no time to waste! Max and the Shining Force, hot on Runefaust's trail, near their meeting with Narsha and her companions. Six more chapters of adventure await you, hero. The force will prevail!

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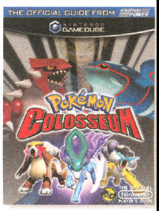

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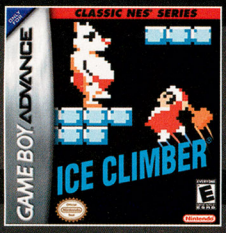

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NINTENDO POWER
PLAYER'S POLL VOL. 181
P.O. BOX 97062
REDMOND, WA 98073-9762

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Pokécenter

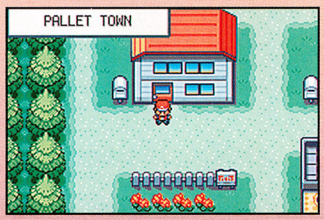
The most powerful legendary Pokémon in recent history are about to fly into action—a TCG scene-stealer before Kanto's Pokémon grab all the attention come September!

KANTO IN THE SPOTLIGHT

Charmander, Bulbasaur and Squirtle—plus many others from Pokémon FireRed and Pokémon LeafGreen—were set to storm the Electronic Entertainment Expo just a few days after this edition of Pokécenter went to press. The highly anticipated new titles, based on the original Pokémon Red and Pokémon Blue games, would reveal a brilliant vista of the Pokémon world to the voracious Los Angeles video game crowd. Whether you're a Kanto newbie or you've been to the region before, Pokémon FireRed and LeafGreen have big surprises in store.

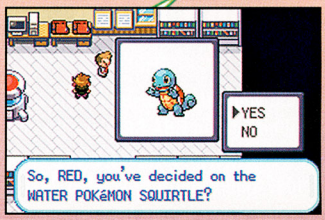
Dawn of a New Day

Long before E³ attendees will get to check out the Game Boy Advance Wireless Adapter, you caught a glimpse of what it means for the Pokémon universe. Now we're bringing you an in-depth look at Pokémon FireRed and LeafGreen that will plunge you into the titles' RPG gameplay. Kanto is where all the action's happening, and it's bigger and more beautiful than ever before—not to mention *supersized* with more storylines, but more on that in upcoming months!

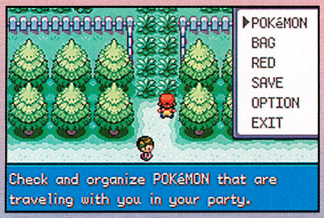


The epic begins in Pallet Town, which has been refashioned with scenery as stunning as Hoenn's.

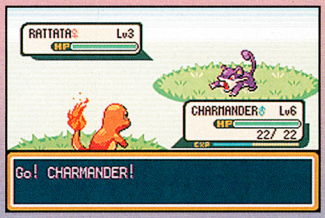
You'll meet Professor Oak, the adventurous scientist who presents you with a choice of Pokémon.



After choosing Charmander, Bulbasaur or Squirtle, you'll be prepped for the trip of a lifetime.



Upon leaving Pallet Town, you'll have ample opportunity to catch Kanto's wild Pokémon in the grass.



Rattata evolve into some of the fiercest combatants in the world of Pokémon—catch 'em in Kanto.

The mesmerizing water reflections first seen in Hoenn now make a splash in Kanto.

On the Wireless Horizon

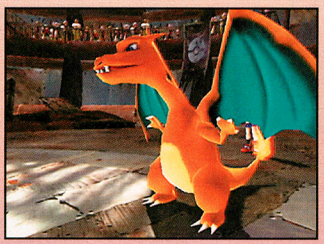
Gamers who take home Pokémon FireRed or LeafGreen in September will be on the cutting edge of wireless gameplay—a Wireless Adapter is included with every Game Pak. The Union Room will be abuzz with up to 40 wireless Trainers, all jockeying for position as the ultimate battler, trying to trade their ways to the perfect team and challenging each other in wireless chat. The Direct Corner, long the hub for battles and trades with other Trainers, will use wireless connectivity to make instant connections on the fly. Everyone's going to want a GBA Wireless Adapter, and the new Kanto generation will be leading the charge.

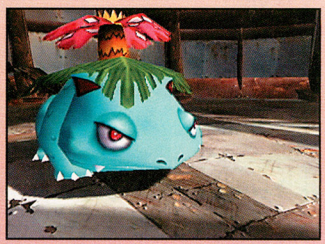
Trading wirelessly is simple, whether you visit with scores of other traders in the Union Room, use the room's mass-trading board or—as shown in the animated sequence—hook up in the Direct Corner for a quick swap with one wireless Trainer.

In just a few months, the air will be filled with intense battles as wireless Trainers fight for bragging rights.

Fab Future

Visitors to E³ will marvel at a bigger, brighter, better Kanto and the connective possibilities with Pokémon Ruby, Pokémon Sapphire and Pokémon Colosseum (check out the screenshots for just a taste!). Next month we'll let you in on more secrets and reveal details from the region and stun even the most seasoned Trainers!





LEGENDS CRASH THE PARTY

Just when the thugs from EX Team Magma vs. Team Aqua have taken over Pokémon TCG territory, the Pokémon from EX Hidden Legends are making some serious noise. Due on June 14, the fifth EX expansion threatens to show TCG Trainers which Pokémon are the real bosses of the card-slingin' set. Legendary Pokémon like Jirachi and Dark Celebi (*Dark Celebi?*), along with Hoenn's ultimate heavyweights, are poised to rule the EX series for good. We'll have full details on the planet-rending expansion in Volume 182. Until then we highly recommend seizing what EX Hidden Legends power you can from the new Wish Maker and Forest Guardian preconstructed decks!

CARD COLOSSEUM

Martin J. from Washington has chosen sides in the Pokémon-e TCG EX Team Magma vs. Team Aqua expansion and opted to rain down destruction—with hot lava. His "Mosh Pit of Magma" deck uses three main strategies. First and foremost, he crowds the Bench with Team Magma's Pokémon—as many as he can, so he packs in Basic Pokémon—to power up the Team Play attack of Team Magma's Zangoose's. Second, he'll use Team Magma Hideout and Team Magma's Baltoy in tandem to whittle down his opponent's team with shockwaves of damage. If Team Magma cards fail, he'll sic his Raikou ex on his prey.

DECK NAME: *MOSH PIT OF MAGMA*
TAUNT: *"MAGMA CLAIMS ANOTHER VICTIM!"*

- 4x TEAM MAGMA'S ZANGOOSE #23
- 2x RAIKOU EX #92
- 2x CHANSEY EX #96
- 4x POTION #91

In time, Raikou ex will fall to self-inflicted wounds. When it's nearly KO'd, Martin swaps in Chansey ex and uses its Healing Egg repeatedly to remove two damage counters from all Benched Pokémon and prep Raikou ex for a fresh blitzkrieg. A second plan: Martin uses Potions to counteract Raikou ex's self-hurtin' ways.

- 4x TEAM MAGMA HIDEOUT #83
- 4x TEAM MAGMA CONSPIRATOR #82
- 4x TEAM MAGMA'S BALTOY #32
- 4x TEAM MAGMA'S POOCHYENA #65
- 4x TEAM MAGMA'S RHYHORN #68
- 4x TEAM MAGMA'S ARON #59

The more of Team Magma's Pokémon that Martin gets on the field, the stronger Team Magma's Zangoose becomes. The Team Magma Conspirator card lets him search his deck for two of Team Magma's Basic Pokémon and Energy cards, in any combination. Martin often uses the cards to grab Team Magma allies from the deck if he's short on them.

- 16x FIGHTING ENERGY
- 4x PSYCHIC ENERGY
- 4x LIGHTNING ENERGY

Martin needs Psychic Energy and Lightning Energy for his pivotal attacks, but he puts few of them in his deck. The Team Magma Conspirator card also helps Martin get at the energy quickly.

TEAM MAGMA'S ZANGOOSE #23

Using Call for Family, the Pokémon can pull one of Team Magma's Basic Pokémon or a Colorless-type Pokémon from the deck directly to the Bench.

That helps it muscle up for its Team Play move, which does 10 damage per Team Magma Pokémon in play. Martin loads pals onto the field for explosive effect.

RAIKOU EX #92

Martin uses Raikou ex to storm his competition if his Team-Magma-oriented plan fails. It has 100 HP and the 70-damage Lightning Tackle mega-assault.

Unfortunately, every time Raikou ex uses Lightning Tackle, a coin flip decides whether it self-inflicts 20 damage. Look to the left for Martin's clever cure.

TEAM MAGMA HIDEOUT #83

Team Magma Hideout is a Stadium card that causes all non-Team-Magma Pokémon to suffer 10 damage upon entering the field.

Team Magma Hideout tips the balance strongly in Martin's favor. The downside: It doesn't hurt Stage 1 and Stage 2 Pokémon.

TEAM MAGMA'S BALTOY #32

Martin puts Team Magma's Baltoy into play after Team Magma Hideout has gouged many of the opponent's incoming Pokémon.

Its Pain Amplifier causes all of a foe's injured teammates to get one damage counter. Martin can wipe out a whole team quickly!

Card Key

- EX Ruby & Sapphire
- EX Team Magma vs. Team Aqua

Send your deck strategies to pokecenter@nintendopower.com!

1. Use 60 cards to build your deck. You can't use more than four cards that have the same name—even if they have different art or powers.

2. Balance your deck. If you're new to deck-building, use a traditional balance: 20-26 Pokémon cards, 10-16 Trainer cards and 24-28 Energy cards.

3. Name your deck. Whether you call your deck something funny or frightening, make the name sum up the deck's strategy.

4. Create a taunt (optional). It's immature, but we like to get in our opponent's face each time our deck wins a battle.

Phenac Stadium
Level 50: Double Battle

Adam J. from Ohio submitted a team that he thinks dominates in both Single Battles and Double Battles. Such crews are difficult to build, but Adam's struck us as worthy of a Pokémon Colosseum test against Supertrainer Tangut, the ultimate Trainer in Phenac Stadium's Double Battle series. Adam packs in combos—handy for Double Battles—like using Gorebyss's Baton Pass to transfer improved Defense and Special Defense stats, but his team's real Double Battle prowess lies in its tried-and-true fundamentals.

TRAINER ADAM'S POKéMON

NINETALES LEVEL 50
Type: Fire
Ability: Flash Fire
Held Item: Lum Berry
Moves: Attract, Flamethrower, Confuse Ray, Will-O-Wisp

GOREBYSS LEVEL 50
Type: Water
Ability: Swift Swim
Held Item: Focus Band
Moves: Amnesia, Iron Defense, Baton Pass, Surf

ZANGOOSE LEVEL 50
Type: Normal
Ability: Immunity
Held Item: Leftovers
Moves: Brick Break, Shadow Ball, Return, Swords Dance

SKARMORY LEVEL 50
Type: Steel-Flying
Ability: Sturdy
Held Item: Chesto Berry
Moves: Drill Peck, Roar, Rest, Spikes

VILEPLUME LEVEL 50
Type: Grass-Poison
Ability: Chlorophyll
Held Item: Quick Claw
Moves: Aromatherapy, Razor Leaf, Moonlight, Sleep Powder

ALAKAZAM LEVEL 50
Type: Psychic
Ability: Synchronize
Held Item: Brightpowder
Moves: Ice Punch, Recover, Psychic, Thunderpunch

LET THE FIGHT BEGIN!

Tangut could draw upon her Treecko, Torchic, Mudkip, Pikachu, Clamperl and Wynaut. We sent out Adam's Vileplume and Gorebyss in hopes that we could use Vileplume's Sleep Powder to conk out anything that might hurt Gorebyss while it built a stat-happy Baton Pass for our other two backups: Alakazam and Zangoose, which have high offense but average defense. It didn't work out that way.

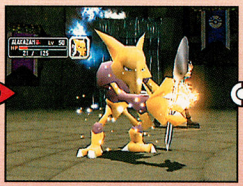
Tangut sent in Mudkip and Torchic. The latter could fry Vileplume, so Adam's Vileplume and Gorebyss ganged up on Torchic . . .

. . . with Vileplume putting it to sleep and then Gorebyss snuffing it out with Surf, which hit both foes and thus spritzed Mudkip, too.

Tangut sent in Pikachu, so we subbed Electric-vulnerable Gorebyss for Alakazam, who could blast Mudkip with a Thunderpunch.

Over the next two turns, Vileplume double-lashed foes with Razor Leaf. It sliced Pikachu but gutted Mudkip, who barely survived the attack.

Mudkip reflected double the special attack damage back at Vileplume with its Mirror Coat move. Vileplume didn't stand a chance and was KO'd.



Though Pikachu had weakened Alakazam severely with blasts, we had to make a choice: use Alakazam's Thunderpunch to KO Mudkip . . .

. . . and fall to Pikachu's next strike, or use a turn to swap out Alakazam and put in a Pokémon with full HP (but without a type-trumper for Mudkip).

It's vital to know when to sacrifice a Pokémon to maintain momentum. We let Alakazam take the fall. The superspeedy Psychic-type wiped out Mudkip with Thunderpunch before Pikachu made it faint. Our sacrifice put the balance at two against two. Our losses meant that Zangoose and Gorebyss had to hit the field, and Pikachu could shock Adam's Water-type if given time. Fortunately, Tangut's Pikachu was weak.

Tangut pitched in her final Pokémon, Wynaut. It tends to play defense, so we sent Zangoose after Pikachu, and its Brick Break finished it off at last.

Wynaut was left alone to fend off two full-strength Pokémon. Adam had smartly taught his Zangoose Shadow Ball with TM 30 . . .

. . . which brought Wynaut to its knees. Gorebyss then used Surf to sweep the Psychic-type away and finally defeat Tangut's expert team!

The Verdict

Though Adam's crew unleashed combos (like Skarmory's Spikes-Roar) to hack through the seven Phenac Trainers leading up to Tangut, it didn't have time to pull off any in the final match. Fortunately, Adam didn't stuff in combos at the expense of building a strong foundation—diverse Pokémon types and attack types—which is what ultimately won the match. Excellent team, Adam!

SEND IN YOUR SINGLE- AND DOUBLE-BATTLE TEAMS!

Send e-mail to pokecenter@nintendopower.com

River City Ransom™ EX

RIVER CITY RANSOM

TEEN T Comic Mischief Mild Violence
CONTENT RATED BY ESRB
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GET READY TO RUMBLE!

It may not be a part of the Classic NES Series, but River City Ransom is still a welcome blast from the past. The game was originally released in 1990 and achieved immediate cult status. The new GBA remake updates the graphics (but keeps the zany, cheerful music!) and allows for two-player cooperative and competitive fighting.

BRAWLROOM DANCING

A gang of toughs has taken over River City High and kidnapped your girl! Don't call the authorities—take the law into your own fists! We'll show you the basic moves that will help keep you going. In single-player mode, you will play as Alex, and your friend Ryan will help out. In multiplayer mode, each person will choose a different hero.

CLOSE-UP CONFLICTS

Short-range weapons include rocks, bats, tires and even garbage cans. They won't do a lot of damage at first, but you can throw them to good effect.

DISTANT DUELS

Long-range weapons are rare but incredibly useful. Use chains, staffs and even ladders to strike multiple foes at once and keep yourself out of harm's way.

SPINNING SCUFFLES

The River City thugs don't play fair—almost every fight is five-on-two or ten-on-two. If you're caught in the middle of a rumble, grab a body and give it a spin by hitting the A or B button. Doing so will clear out the rabble in a hurry.

ALTITUDE ASSAULTS

Many areas have different elevations that can work to your advantage. When a box, crate or bench is available, climb onto it and wait for enemies to come to you. You can often kick or punch them as they move toward you.

MONEYMAKING MELEES

Each time you defeat an enemy, he will drop money. To earn a lot of scratch fast, purchase the Aero Circus move and head for Oak Hills Mall. Benny and Clyde will often be there, and you can use the move to defeat them again and again for tons of quick cash.

FEELING PUNCHY?

All this fighting whets a man's appetite, so stop into one of River City's many malls and satisfy your cravings. Food, drink, books and medicine are all available for a price. You can get some items to go, but many are dine-in only. Experiment to figure out which items are your favorites.

EAT, DRINK & BE MERRY

To gain experience, you need to sample all the flavors of River City. Food and drink will restore Stamina and Willpower, and sometimes raise other stats as well. Menus change, so visit shops often.

NO PRESCRIPTION NEEDED

Stop by a pharmacy if you're low on Stamina. Nothing can be consumed on the premises, so it's a good place to go if you're preparing for a boss fight. Keep an eye out for Karma Jolt—it's pricey but well worth it.

READING IS FUN!

The best purchase you can make is usually a book or magazine. Cheap reading material will likely boost your stats more than similarly priced food, and the more-expensive tomes will actually teach you new moves. The Fashion Mag is a good, inexpensive purchase.

MERLIN'S MYSTERY SHOP

There is a secret shop inside the Armstrong Thru-Way. To find it, walk along the wall and press Up when you're between the fourth and fifth lights. The owner, Merlin, sells items that boost your stats by a huge amount but can also lower them. Shop with care.

TROUBLE RIGHT HERE IN RIVER CITY

The game is divided into a long series of street fights, with boss battles to break up the action. To make a boss appear, you must defeat all of the enemies in the area. The bosses show up in a specific order, so you won't be able to fight Turk, for example, until you've clobbered Rocko. You can revisit most areas to fight a boss again, if you like.

BOSS 1: MOOSE

Moose is at Sticksville—2nd Street, two screens east of the Grotto Mall. He likes to bounce off walls and fly at you, so avoid the edges of the screen. Don't knock him into the pit, or you'll lose the money he drops when you defeat him.

BOSS 2: BENNY AND CLYDE

Benny and Clyde are in Riverside Park, one screen north of the Capitol Ave. Bridge. Whatever you do, don't get caught between the two punks. Hit one with a thrown weapon then use the Dragon Kick to lay him low. Try to trap them against the edge of the screen.

BOSS 3: ROCKO

Rocko is inside the WSL Co. Warehouse, located one screen north and one screen east of the Bike Trail Entrance. Stand on boxes and wait for Rocko to jump, then kick him in midair. Thrown tires also make excellent weapons.

BOSS 4: BLADE

You'll find Blade in Sherman Park, one screen north of Sticksville—Park Dr. Blade loves weapons, but he's slower when he wields one. Wait for him to grab a stone or bat, then strike. The long chains that Eagle gang members carry will fell Blade with ease.

BOSS 5: TURK

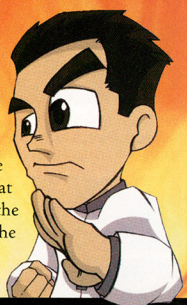
Turk is at the WSL Co. Entrance, one screen east of the Armstrong Thru-Way. There's nowhere to hide from Turk and no real tricks, so you'll need to be powered up and to fight well. If you lose, head to a mall and buy food and books.

BOSS 6: MOJO

Mojo is at the Empty Lot, north of the WSL Co. Entrance. Stand on top of the pipes and wait for him to come at you, then kick him in his big, square head. If you trap him between you and Ryan, you can play soccer with him.

KISS MY FIST!

You must beat two more bosses before you can enter River City High. Thor is inside the 3rd Wheel Factory and Ivan is waiting for you outside the gates of the school. After you defeat every boss, you'll be able to enter the school itself and teach a class on the infliction of pain!



Activision and Vicarious Visions team up to bring a zany new Shrek adventure to the GBA. It's ogre-sized fun for all ages!

SHREK 2™

Shrek 2 follows the charming and humorous story of the motion picture by the same name. Over the course of the wacky fairy tale, you'll gather new friends and control four unique characters. We'll reveal how to complete some of the game's toughest areas. It'll take teamwork, ingenuity and a pinch of ogre charm to bring the story a happy ending.

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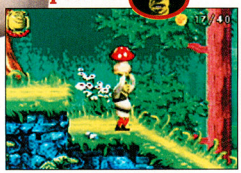
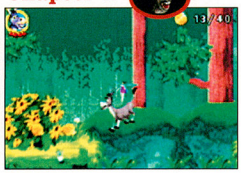
Far, Far Away

Chapter 1



Shrek can lift and carry items such as mushrooms and springs; jump on the items to reach high platforms.

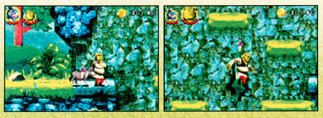
Chapter 2



In Chapter 2, Donkey can pick up a fairy (press Select). Jump and hold A to glide while a fairy is equipped.

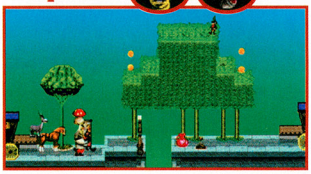
Chapter 3

While controlling Shrek, press B to pick up the mushroom, then stand near the block. Switch to Donkey by pressing L or R, and hop from the block to the mushroom and up the tree branches to the upper-left ledge.



As Donkey, bound along the platforms, grab the fairy and take it to Shrek. Switch to Shrek and equip the fairy to glide across the gaps.

Chapter 4



Use Shrek to pick up the mushroom, then stand just to the right of the small tree. Switch to Donkey to hop from the carriage to the mushroom. Grab the four-leaf-clover to the right of the leprechaun, then hit the bridge switch below.

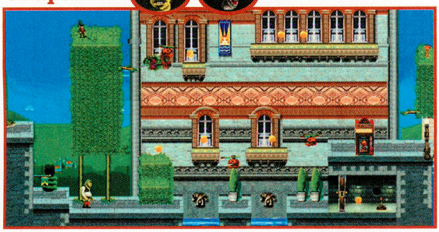
After you trigger the second bridge switch, backtrack left as Donkey. Hop onto the second bridge while it's raised to reach a coin stash.

Chapter 5

When Shrek tries to break up the feuding citizens, they put aside their differences and turn on him instead. Jump atop the carriages and take out the pumpkin-tossing foes. Lure the men on the ground into a group, then jump and press B in midair to perform Shrek's body slam. Destroy all the onscreen enemies to win.

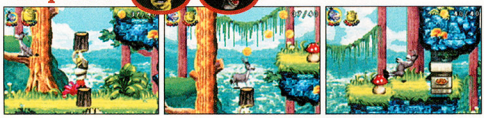
Royal Family Feuds

Chapter 3



As Shrek, hop right across the building to the springy branch; perform a body slam to reach the key. With the item in hand, jump left across the windowsills to the leprechaun and play his minigame.

Chapter 4



Use Shrek to lift and stack the stumps. Jump onto the bottom stump then pick up the top one. Switch to Donkey and jump from the tree branch to the stump Shrek is holding, then to the ledge; kick down the mushroom for Shrek.

Chapter 5

Puss-in-Boots attacks three times: with a cartwheel, a bounce then a roll-bounce combo. When he becomes dizzy and stops, press B to pick him up. Lift the critter three times to make him join your party.

The Godmother

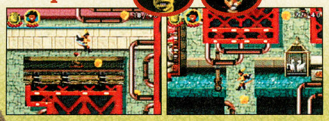
Chapter 1

Puss-in-Boots is lighter and more agile than Shrek and Donkey—he can walk on ropes and scale walls. Sometimes enemies lurk below ropes; destroy the foes to find gold coins.

Chapter 2

Open the door with Puss-in-Boots then switch to Donkey. Destroy the stone wall and kick the spring left to Shrek. Switch to Shrek and smash the stone floor. If Shrek holds up the spring, Puss-in-Boots can use it to reach some coins.

Chapter 3



Before you lower the drawbridge for Shrek, drop below the raised bridge to collect the coins and to play the leprechaun's minigame.

Big Surprises

Chapter 2

Shrek and Donkey drink the Fairy Godmother's potion, transforming them into a charming prince and his noble steed. In the boutique, use Puss-in-Boots to leap over the spotlights. Pass the blue guards, then drop to the floor. Search behind the green dress to find and equip the ghost item—it will enable you to pass by the searchlights (and enemies) unseen.

Chapters 3 & 4

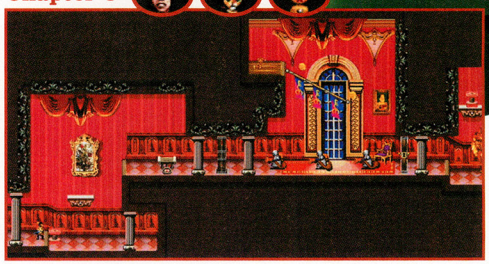
The Gingerbread Man is the master of ranged attack. Press B to deploy the cookie crusader's candy-cane boomerang. In Chapters 3 and 4, use the Gingerbread Man's candy-cane attack to defeat enemies, hit switches and destroy spotlights.

Party Crashers

Chapter 1

Deflect the milk bombs to enter the castle. Toss your candy cane at the milk when it passes the top of the giant gingerbread man's left arm. Protect the massive cookie for 30 seconds to win.

Chapter 3



Guide all three characters onto the scale to open the door. Walk left cautiously as the Gingerbread Man; use his candy cane to defeat the slime-shooting foes. Switch to Puss-in-Boots and nab the key on the ledge overhead.

Chapter 4

Cross the ropes as Puss-in-Boots then hit the Fairy Godmother once. Lower the drawbridge and switch to the Gingerbread Man. Hit the Fairy Godmother once with the candy-cane attack, then drop and lower the second drawbridge. Switch to Shrek and hit the Fairy Godmother once again.

Happily Ever After

One final task lies between Shrek and his happily ever after—to defeat the Fairy Godmother. Something incredible will happen if her magic is destroyed, but that is a tale for another day—and one for *you* to discover.

EMBARK ON A SAFARI TO RECLAIM YOUR TREASURE IN A NEW PLATFORM ADVENTURE FROM THQ.

SABRE WULF™

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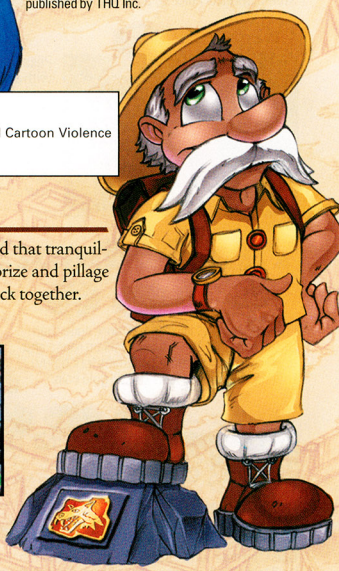
EVERYONE E CONTENT RATED BY ESRB

Mild Cartoon Violence



PICK UP THE PIECES

For many years, Blackwyche was a peaceful hamlet, but Dr. Dolittle-Goode has disrupted that tranquility. He has broken the Sabre Wulf amulet, which released Sabrewulf into the world to terrorize and pillage the good commonfolk. Only you, Sabreman, can thwart the doctor's plans and put the amulet back together.

TREASURES TO KEEP FOR ALL TIME

Sabrewulf is stealing valuables from the villagers, and it is up to you to retrieve them. Weave through treacherous levels to Sabrewulf's den and snatch the treasure just before he wakes up, then hurry back to your campsite. After recovering all the treasures in each area, enter Dr. Dolittle-Goode's lab to reclaim a piece of the amulet.

SEARCH HIGH AND LOW

Red bags hidden in the levels contain creatures who will help you on your quest. Each creature has a certain ability. Learn how to use them all, but employ them sparingly—you can use each creature only once per level. Your creature count resets if you perish.

CREATURE COMFORTS

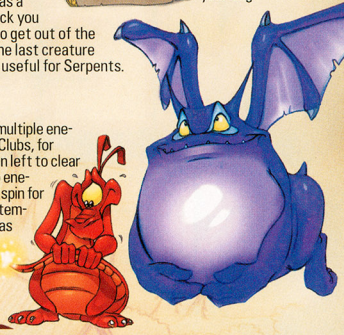
Often multiple creatures perform similar duties. For example, Blubbas and Serpents both allow you to reach high platforms. Because you can use each creature only once, such overlap comes in handy when a level contains many obstacles of the same type.

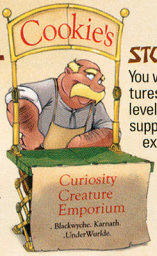
MANY HAZARDS, MANY SOLUTIONS

Boomers are enormously valuable on virtually every level. Set them over enemies to destroy them on contact, or place them and let their fuses run out. When you place a creature such as a Bigfoot or Tailspin that could knock you into a nearby enemy, be careful to get out of the way. Use the L Button to move the last creature placed. This tactic is particularly useful for Serpents.

REMEMBER THE COMBINATIONS

Earn combo points by destroying multiple enemies with one or more creatures. Clubs, for example, score huge combos when left to clear a path of enemies. Blow the bomb enemies into adversaries with the Tailspin for hit combos. Equip the Phoenix for temporary invincibility, and knock out as many enemies as you can to rack up an easy chain combo.





STOCK UP

You will find many creatures hidden within the levels, but Cookie can supply you with a few extra to make up for the occasional mistake. Cash in treasures you've collected to buy extra creatures for your bag.

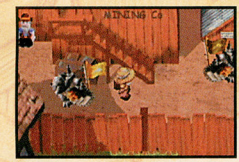
LOSE THE LUPINE

You're only half done once you reach Sabrewulf's lair—you still have to make it back to camp with him right behind you. All creatures, enemies and obstacles will have turned into gold coins. Snag as many as you can.

You must time your jumps perfectly to avoid getting caught on ledges—and falling long distances will stun you. When Sabrewulf is nipping at your heels, jump over him, then hop over him again when he turns to chase you. His momentum will give you a little time to get away. Look for ways to lure him off ledges, as well.

GO FOR THE GOLD

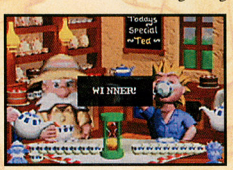
After you beat a level, a flag will appear above the entrance. The flag's color will reflect how quickly you completed the mission. While in the level, the treasure in front of Sabrewulf will indicate the best flag you can expect based on the amount of time it took you to reach him.



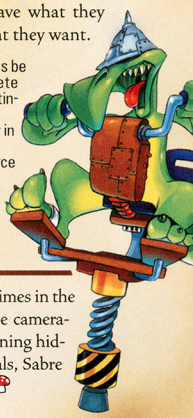
You can replay levels endlessly to get the best possible time. Most importantly, memorize your inventory to access the appropriate creature quickly. Also, consider ways to use all of your creatures for maximum effectiveness. Gold flags may require a little extra risk, so be daring!

FAIR TRADE AGREEMENT

Talk to the villagers to learn about a complex trading sequence. Some will tell you outright what they're looking for, others will stay tight-lipped until you have what they need. To earn a load of gold, give everyone what they want.



You will sometimes be required to complete minigames to continue the trading sequence. Victory in the tea-drinking game requires fierce button-mashing.



BARE YOUR TEETH

Dare human opponents to beat your best times in the speedy Challenge mode, take pictures for the cameraman, or set off on a quest to find all of the remaining hidden creatures. With so many challenges and goals, Sabre Wulf will keep you on the hunt for a long time.

CLASSIC NES® SERIES

Everything old is fun again! Eight of the greats return for retro gaming on the GBA. Experience the classics that started the Nintendo age.

Mario is a cool guy, but he didn't get to be one of the world's most popular game characters on his personality alone. What propelled the hopping hero—and Nintendo—to superstardom is pure, perfect gameplay that worms its way into your brain, causing you to see falling barrels and crawling Koopas hours after your last marathon session. The Classic NES Series revisits the titles that started it all at a value-packed manufacturer's suggested retail price of $19.99 per title. The graphics lack the whiz-bang effect of today's blockbusters, but the games are as fun and addictive as the day they were created.

Nintendo Power's Jessica Folsom recalls her introduction to The Legend of Zelda: "I remember forsaking sleep, food and the light of day to lose myself in the land of Hyrule when I first discovered and fell in love with the game (I was nine or 10 at the time). To this day, it is still one of the most magical, memorable gaming experiences I've had."

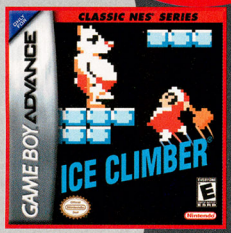
Writer Steve Thomason recollects: "In 1987, my brother and I received an NES for Christmas with The Legend of Zelda, the Zapper light gun, Hogan's Alley and, of course, Super Mario Bros. In addition to sparking my love of platformers, I remember that SMB would make my brother (who was only five at the time) hop up and down when he pressed the A Button, as if he was physically trying to make Mario jump higher. Sorry Bill!"

The latest Game Boy Advance SP look is retro-riffic. Its gray, black-and-red color scheme recall the original NES Controller, down to the stylin' red Nintendo logo. It's like a handheld time machine.

Senior Writer Alan Averill remembers Donkey Kong: "We didn't have vids in my house for a long time, but then my dad brought home Donkey Kong as a Christmas present. My dad got obsessed with DK and played it almost every night. He also used to call DK 'Konkey Dong,' which my younger sister and I thought was the height of comic genius. My dad was never much of a gamer—and he sure doesn't play them now—but DK is probably still right up his alley."

Destination: Minus World

Have a passion for old-school gaming? So do we! Visit www.classicnesseries.com to view a few Classic NES Series-inspired designs that we've been cooking up and vote for your favorite!



THE LEGEND OF ZELDA

EVERYONE
E
Mild Fantasy Violence
CONTENT RATED BY ESRB

©1986-2004 Nintendo.

RELEASE DATE

NES: 1987

REMEMBER THIS

Since The Legend of Zelda's adventure requires several hours and multiple sessions to complete, it offered battery-backed memory—the first of its kind.

NINTENDO POWER'S MAILBOX—1989

I did it! I defeated the First Quest of The Legend of Zelda—finally. This may not seem like a big deal to a lot of your fans, but for someone my age—75—I feel like I've accomplished quite a lot. I made up a poem about Nintendo while writing in my journal; I hope you enjoy it! Thanks for a great game!!

My grandson introduced me to a Nintendo game,
That I play on my TV most of the day,
The Legend of Zelda has taxed my brain, Outwitting many demons throughout the play!

My wife says that I have lost my mind, and I have made her a house recluse, That doing so I have been most unkind, She states that it's a form of spouse abuse!

I told her the alternative is my visiting pubs, And possibly becoming a drunken souse, Or go swimming with girls in hot water tubs, So what's wrong with my playing in the house!

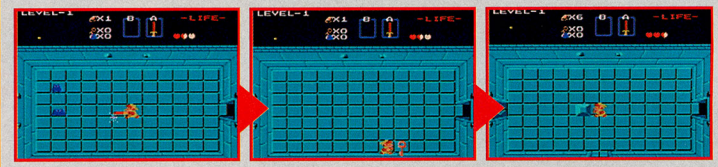
My wife's answer was a real doozy, She called the plumber and ordered a jacuzzi, So there goes the old Nintendo game,I guess I have only myself to blame!

William C., Virginia
November/December 1989

The Legend of Zelda is one of the most influential video games of all time, and it's the pebble that started the avalanche of NES adventure titles. The game's 3/4 view, innovative inventory screen and overworld/dungeon layout have inspired countless followers. Many titles in the Legend of Zelda series continually top the list of subjects for Nintendo's Game Play Counselors.

ADVICE FOR THE UNINITIATED

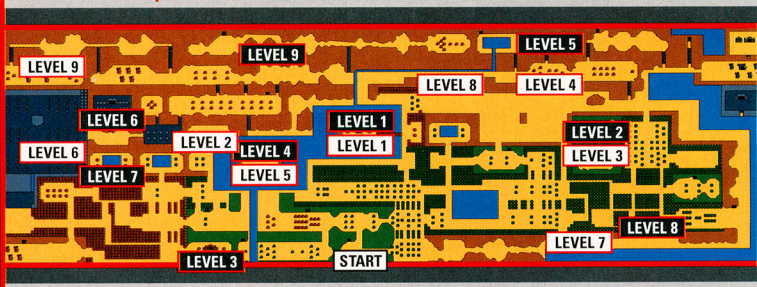
As you make your way through the game's dungeons, your weapon arsenal will grow. In most boss battles, you'll have the greatest success by using the weapon that you collected in the current dungeon.



The most basic piece of advice for Legend of Zelda adventurers has become a mantra for Nintendo's Game Play Counselors: "Defeat all of the enemies, push every block and look for places to use bombs." You'll open passages that will take you very far into the game.

ONE GAME, TWO QUESTS

FIRST QUEST | SECOND QUEST



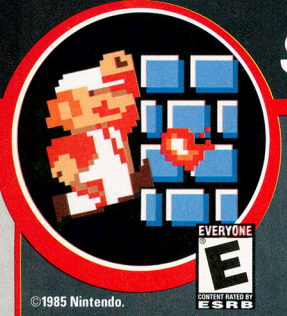
After you defeat Ganon and start again in the same saved file, you'll enter the game's second quest. In your follow-up adventure, you'll discover that many of the dungeons are in new locations, as are each dungeon's compass and map. The overworld layout above shows dungeon placement for both quests.

THE LEGEND OF ZELDA PRO CHALLENGE

Even after you've cleared both quests, you'll feel compelled to keep playing. Over the years, Legend of Zelda players have devised ways to add a new level of difficulty to the adventure. Give the following challenges a try.

- Play through without ever picking up the wooden sword.
- Pass up the Blue Ring and the Red Ring.
- Play through without grabbing a Heart Container.
- Collect the map and compass in every dungeon.
- Complete the game without losing a single life.

SUPER MARIO BROS.



©1985 Nintendo.

RELEASE DATE

NES: 1985
Arcades: 1986

WARP SPEED

By shaving three seconds off the previous Super Mario Bros. world record, Scott K. of North Carolina became the warp-pipe champ early this year with his completion time of five minutes, 17 seconds. With a little luck and some precision timing, Scott believes that he can reach his personal goal of 5:13.

NINTENDO POWER'S MAILBOX—1990

I can't help but notice something interesting about Mario. Over the past couple of years his nose has dramatically changed shape. It used to be sharp and droopy in Donkey Kong, but now in Super Mario Bros. 2 it is more rounded and somewhat elevated. Has Mario, like many other successful superstars, had his nose "fixed" to improve his appearance?

Jim J., Michigan
January/February 1990

Named after the landlord of Nintendo of America's first building, Mario was originally depicted as a carpenter.

Because of his interest in pipes, Mario became a plumber and took on a new look for Super Mario Bros.

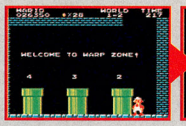
Building on the success of Donkey Kong and the original Mario Bros., Super Mario Bros. took the persistent plumber on a hopping-and-stomping adventure—the first side-scrolling platformer. More suited for long gaming sessions than quarter-guzzling arcade visits, the game helped launch the NES into millions of homes.

SMB BASICS

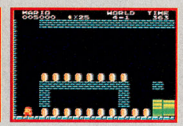
Bopping blocks from below is essential. When you're small, certain blocks will produce mushrooms. When you're big, they'll give you Fire Flowers.

Hop on a shell to make it bounce against a stationary object for big points.

The first video game boss, Bowser, shows up at the end of every world.



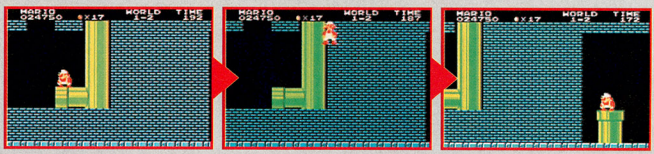
Pipes are key. You can sink into some pipes to find large coin caches. Other pipes, in remote locations, serve as warps to advanced worlds.



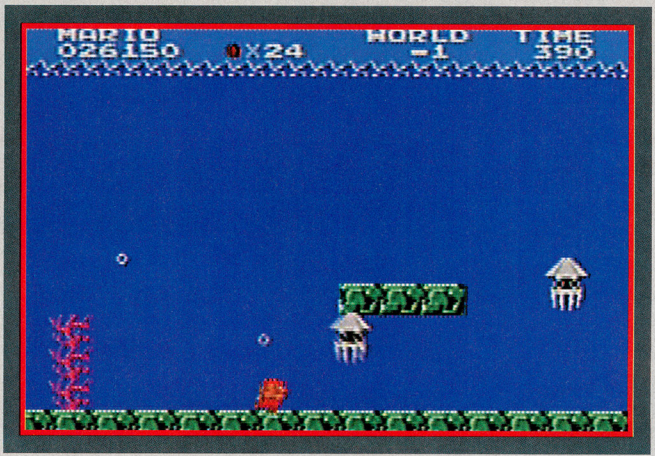
Seek out coin rooms. Every 100 coins will net you a 1-Up.

Break bricks to find hidden coin blocks and secret passages.

INFAMOUS GLITCH—THE MINUS WORLD



As supersized Mario, break bricks above World 1-2's underground exit, leaving the two bricks closest to the pipe intact. Stand on the lip of the pipe, facing left. Jump then move to the right in the air. You'll float through the bricks and the pipe and fall next to the entrance to a strange underwater world.



DONKEY KONG

©1981 Nintendo.

Nintendo's first arcade hit was named Donkey Kong to suggest that the barrel-throwing beast at the top of the scaffolding was an ape (Kong) who was as stubborn as a donkey. In the arcade game's original instructions, Mario had the moniker Jumpman, and the object of Mario's affection was referred to only as "the lady." The characters' names were changed for the NES release.

RELEASE DATES

Arcades: 1981
NES: 1986

LOST LEVEL

Memory limitations on the NES Game Pak led to the removal of the arcade version's now-famous "pie factory" level when the game was translated to the console. To this day, the only place you'll find the conveyor-belt-laced level is in the arcade game.

GIRL TROUBLE

By the time Donkey Kong reached the NES, the lady that Mario saved from the belligerent banana-fanatic was known as Pauline. For Super Mario Bros., Mario entered the Mushroom Kingdom and the lady became a princess.

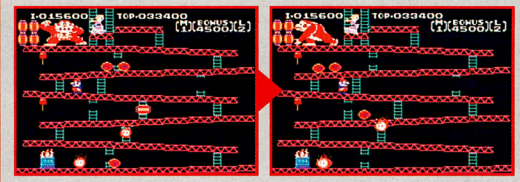
Since the silent-movie era, Pauline has been a popular name for a woman in peril. However, Mario's Pauline was never tied to railroad tracks.

With the exception of Super Mario Land's Daisy, Princess Peach has been Mario's sole post-Pauline damsel. In recent games, she has taken on a more active role.

HEARTLESS

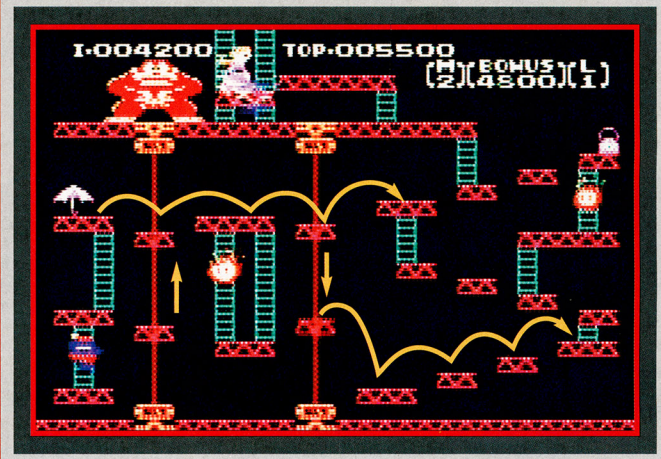
When a game is as popular as Donkey Kong, it's natural for a few wacky rumors to surface. One such rumor was that Jumpman's girl would turn into Ann Wilson from the band Heart (at the height of its popularity when the game was in arcades) if the player entered a certain button code. Sadly, the rumor was not true.

LEVEL 1

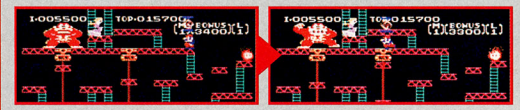


In the first level, most barrels either roll off the ends of the girders or fall down the ladders. If a barrel is approaching a ladder that you want to climb, pass the apparatus and wait for the barrel either to keep rolling or to drop. Then backtrack and scale the ladder.

LEVEL 2

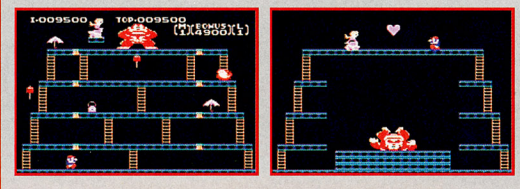


There are two routes through the second level. The upper route is treacherous because of the long gap between the second elevator and the next platform. You'll clear it if you run and leap without stopping. The lower route is a tough trial because it requires that you avoid bouncing springs in three areas.



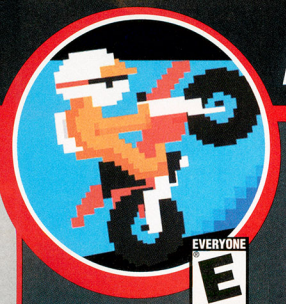
When you reach Donkey Kong's perch on the second level, you'll find two safe places to wait for the springs to bounce by.

LEVEL 3



The third level opens a whole new can of worms. The only enemies (besides the ape) are slow-moving but plentiful fireballs. Hammer the flames and collect the gifts to earn bonus points. You'll earn 1-Ups when your score reaches 7,000, 10,000, 15,000 and 20,000.

EXCITEBIKE



©1984 Nintendo.

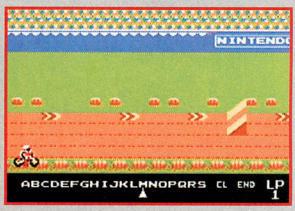
RELEASE DATE

NES: 1985

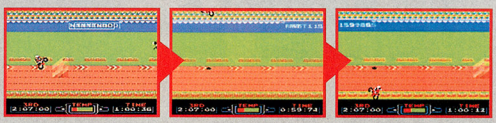
BONUS BIKING

In 2000's 3-D Excitebike 64, the NES original is included as a hard-to-find Easter egg.

Racing games have always been hugely popular, and in 1985, Excitebike became the inaugural racer on the NES. It was also the first NES game to include customization, via a design mode that allows you to build your own tracks from 19 pieces. The game's two race modes allow you to go up against the clock or to prove your prowess against a trio of brutal competitors.

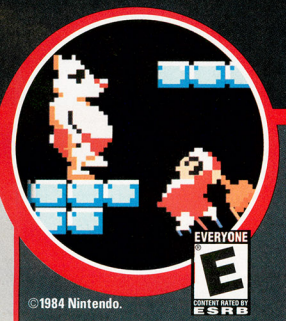


If you've got the need for speed and hang time, create a track with a long line of turbo pads (part M) and a single ramp (part H), and allow for nine laps in the race.



On your custom-made speed track, hold Right when you're airborne, then toggle Left and Right while landing. By the last lap, your biker will catch enough air to soar off the screen.

ICE CLIMBER



©1984 Nintendo.

RELEASE DATE

NES: 1985

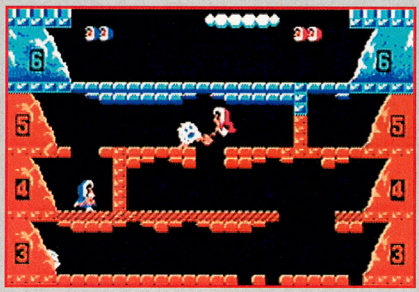
IT TAKES TWO

Although multiplayer games are common now, they were rare in the early days of gaming. Ice Climber is one of the NES's first.

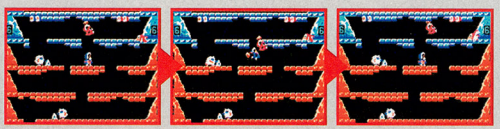
DAY OF THE CONDOR

After you reach the top of the mountain, hop into the condor's claws for a special flight-based bonus.

When a vegetable-hoarding condor flies out of reach, it's up to hammer-wielding heroes Popo and Nana to climb any of 32 mountains and retrieve the greedy bird's booty. If the plot seems as thin as a sheet of ice in July, worry not—the hopping-and-ice-breaking two-player cooperative action is tons of fun.



You can select any mountain from the beginning, but it pays to practice on the early levels to get the hang of basic climbing. After you scale four mountains, you'll grab a carrot for a 1-Up.



In a two-player game, participants can band together to break the ice above openings. As the top player leaps over the gap, the bottom player can jump straight up and give the top one a bouncing boost.

XEVIOUS

©1982, 1984 NAMCO LTD.

RELEASE DATES

Arcades: 1982
NES: 1988

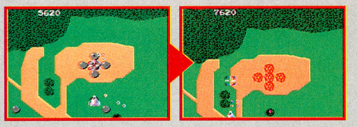
LEVEL SKIP

If you survive a flight over about 70% of a given area then lose your ship, you'll start again at the beginning of the next area. If you don't reach that point, you'll start at the beginning of the initial area.

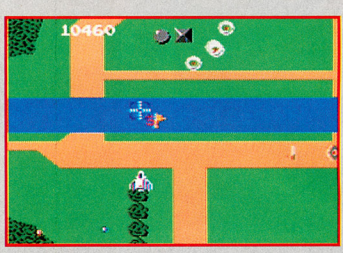
By 1982, when Xevious first reached arcades, space-shooters—such as Space Invaders and Galaga—were common. Namco's earth-based shooter offered something new: blasters for taking out air targets and bombs for hitting ground targets. The fun and addictive dual attack requires quick coordination.

Flying enemies often move left and right. Hold B to fire rapidly and let enemies soar into the blasts.

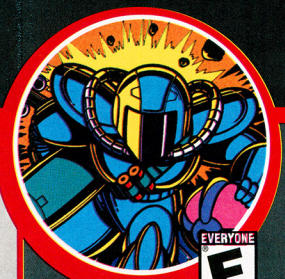
Static ground targets always appear in the same places. Remember the pattern to get 'em all.



The blast radius for bombs is wider than most ground targets are, allowing you to take out multiple targets with a single explosive. Aim for the center of clusters.



Flags that represent 1-Ups appear when you bomb their secret location (often in water). When you reach the second river, hit the location pictured above often to make the first flag appear, then grab the item to score an extra ship.



BOMBERMAN

©1987 HUDSON SOFT.

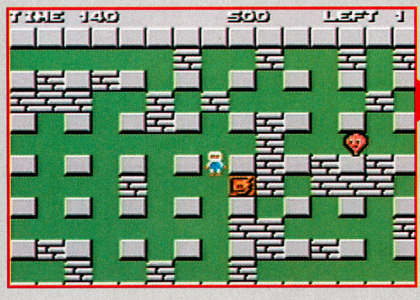
RELEASE DATE

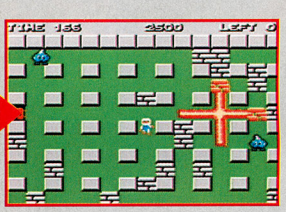
NES: 1989

BOMBER MAN OR BOMBERMAN?

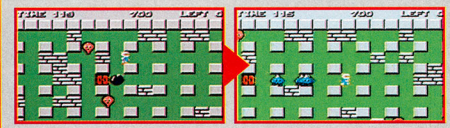
The game logo treats "Bomber" and "Man" as two separate words, but the actual name of the game and character is a single word: Bomberman.

The star of more than 15 games for Nintendo systems made his debut in a fast, frenzied action-puzzler that has the player breaking bricks and blasting enemies. The object is to defeat every foe in the level then uncover the level exit. Bomberman has branched out into adventures in recent years, but he has stayed true to his explosive roots.





Every stage includes a hidden power-up that makes clearing away bricks easier. The item pictured in the screenshot to the left extends your bombs' radius. An item in Level 30 protects you against your own blasts.



If you accidentally bomb the level exit, the portal will spew enemies, making it more difficult for you to escape.

PAC-MAN

©1980, 1984 NAMCO LTD.

EVERYONE E CONTENT RATED BY ESRB

RELEASE DATES

Arcades: 1980
NES: 1993

PAC-MYTHS

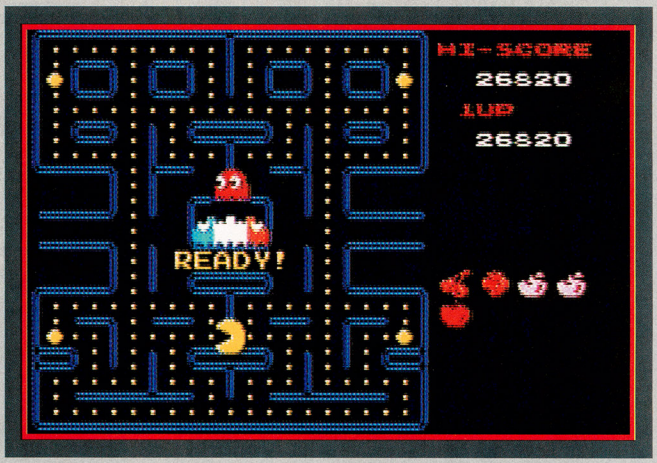
Pac-Man's status as a bona fide pop-culture phenomenon generated as many unsubstantiated rumors as there were pellets in the game's maze. Among them was the story of the gold bars—items that were said to pop up on some arcade machines but not others. In the legend, gold bars gave players 10,000 points and their accompanying screwdrivers awarded players 25,000 points. They've become the Sasquatch sightings of the video game world.

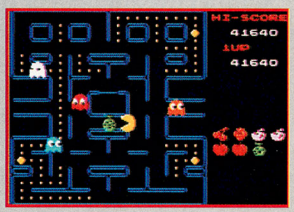
Another rumor suggested that if you chomped on the floating eyes of a defeated ghost, you'd earn bonus points. Eating eyeballs can earn you accolades on *Fear Factor*, but it is of no consequence in Pac-Man.

MORE MAZES

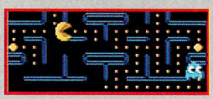
The follow-up to Pac-Man introduced Ms. Pac-Man and lots of variety in its new maze configurations. The game also brought on fruit bonuses that floated through the mazes and ghosts that were quicker and wilier.

In the pantheon of video gaming, few titles have reached Pac-Man's exalted level. Like Tetris, the a-mazing action-puzzler continues to appeal even to people who would scarcely touch another game. One reason for its popularity is its simplicity—power pellets: good, ghosts: bad. You don't have to know anything more. Namco's recent GCN masterpiece Pac-Man Vs., puts a new GBA-connected multiplayer spin on the classic.

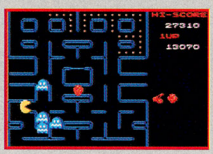




Pieces of fruit under the score mark the passing of levels. Advanced fruit chunks are worth a significant number of points. Collect them in their location under the ghosts' pen early and often.



There's nothing more annoying than having one pellet remaining on the other end of the maze. Polish them off as you go.



To maximize your bonus points, wait until all four ghosts are within striking distance of Pac-Man before you make them vulnerable by eating a power pellet. Every ghost that you turn the tables on is worth twice as many points as the last one.

CLASSICS ON THE GO

Games come and go, but only the cream of the crop remain as classics. The titles in the Classic NES Series have puzzled, perplexed and punished (in a good way) players the world over for two decades and promise to keep doing so for many years to come. Whether you pick your favorites from your childhood or collect them all for the first time, you're sure to have a ball with Nintendo's old-school hits.

NOW PLAYING

POWER GUIDE TO THE LATEST RELEASES

JULY 2004

★★★★★ EXCELLENT ★★★★ GREAT ★★★ GOOD ★★ SO-SO ★ POOR

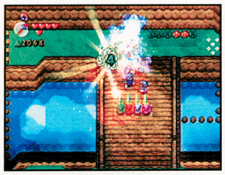
THE LEGEND OF ZELDA: FOUR SWORDS ADVENTURES

A Link to the Past meets The Wind Waker in a swingin' multiplayer adventure.

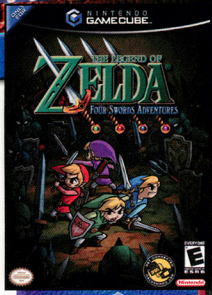
Combining the style of A Link to the Past with the graphic flourishes of The Wind Waker, Four Swords Adventures calls Zelda fans to Hyrule for a game that suits both solo adventurers and multiplayer parties.

In the game's main mode, Hyrulean Adventure, Link's dark doppelganger, Shadow Link, causes havoc in Hyrule, forcing the hero to pick up the Four Sword and split into a quartet. The Links must fight through seven sections of the legendary land to save a group of maidens and the princess, Zelda. In the single-player game, you'll use a GCN Controller or a linked GBA to command the squad and arrange them in any of five quickly adjustable formations. In multiplayer action, each person will use a GBA to control one or more members of the group and fight together for a common goal. Outdoor scenes are shown on the TV screen, and interiors appear on the GBA screen (or on a GBA inset on the TV screen). Using classic Legend of Zelda items, the heroes solve puzzles cooperatively and plow through enemies that would give a lone Link fits.

The play control is perfect, allowing players to change team formations on the fly. Multiplayer-only modes Tingle's Tower (part of Hyrulean Adventure) and Shadow Battle test the abilities of individuals in friendly competition.



COMMENTS: Steven—Like Final Fantasy: Crystal Chronicles, Link's latest quest is stellar in single-player mode but out of this world as a multiplayer game. Chris—The Zelda world is well utilized, and the puzzles are reminiscent of previous Zelda games. Steve—By far my favorite use of connectivity to date. Scott—Innovative and absorbing for one or more players. It's a much deeper and more satisfying experience than Four Swords for the GBA.



- Nintendo 3
- 1 to 4 players simultaneously
- GBA connectivity

ALAN	★★★★½
CHRIS	★★★★★
SCOTT	★★★★★
STEVE	★★★★½
STEVEN	★★★★★

EVERYONE
E
CONTENT RATED BY ESRB
Mild Fantasy Violence

MARIO VS. DONKEY KONG

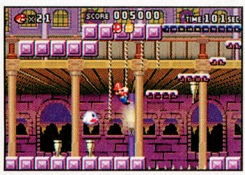
Their rivalry renewed, Mario and DK face off in an old-school action puzzler.

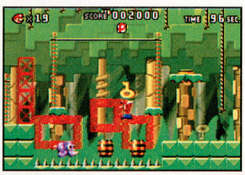
- Nintendo/128 Megabits
- 1 player

The man-versus-monkey clash that defined platform gaming (in the original Donkey Kong) heats up again in an immensely entertaining platform-puzzler that's loaded with elements from Mario's greatest hits. When DK runs off with a sack full of mechanical Mini-Marios from the Mario Toy Company, the full-sized hero gives chase by climbing, bouncing and hammering through a series of trap-packed challenges. The veteran adventurer shows some never-before-seen maneuvers, such as a high-arcing backflip and a handwalking balancing act that protects him from falling objects as he makes his way to level goals.

Mini-Marios are trapped in each of the game's six worlds. After Mario collects all of the mechanical marvels from a world, he leads them on a timed run to a toy chest by activating switches and negotiating obstacles. Then he takes on the ape in a face-to-face finale. Mario earns a 1-up for every Mini-Mario he wrangles into its place.

The puzzles are suitably easy to solve in the early going, but the difficulty increases sharply in the late rounds. By earning high scores in each level, you can unlock more levels in superchallenging Expert mode. Versatile gameplay, playfully colorful graphics and great animation contribute to a fun and satisfying experience.





COMMENTS: Steven—The legendary duo completely owns the game's old-school moves, physics and comic timing. Though other games have tried, Mario vs. DK is the only game to evolve the retro ideas in such a clever way. Jessica—Wow! This game is seriously addictive. Steve—The difficulty curve is perfect, and the game is constantly introducing new concepts to keep things fresh.

CHRIS ★★★★½
GEORGE ★★★★½
JESSICA ★★★★½
STEVE ★★★★
STEVEN ★★★★★

EVERYONE
E
CONTENT RATED BY ESRB
Mild Cartoon Violence

HARRY POTTER AND THE PRISONER OF AZKABAN

Not just for Potter fans, The Prisoner of Azkaban is a deep and detailed RPG.

- EA/128 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

As the *Harry Potter* series gets darker, winding its way through the story of Sirius Black and the disturbing Dementors, EA's latest Potter RPG for the GBA presents a more sophisticated experience than its predecessors'. The game's production values are the best in the series, with strong graphics that display subtle definition, along with rich orchestral music that sets the perfect tone. The turn-based battle system is also top-notch, letting you conjure magic from Wizard Card combinations and use the Informus spell to learn the weaknesses of the game's 53 incidental creature types. If you don't have all of the cards, you can trade for them with other players via a Game Link cable.

The long quest follows the story of the book and the upcoming film, and offers additional objectives that add to the texture of the tale. Although Harry is the game's main player-controlled character, Ron and Hermione also get their due time, joining Harry for numerous quests through Hogwarts' dungeons and Hogsmeade. At times, you must choose between taking Ron or Hermione with you—a decision that determines your path through a given area and guarantees you access to particular Wizard Cards. The title's six unlockable minigames include the Owl Care Kit, which requires a connection with the GCN version.

COMMENTS: George—Brilliant fun. This would be a great RPG even if it had no tie-in with the *Harry Potter* series. Jessica—Every aspect of the game is well-designed to create a fun, in-depth Harry Potter RPG experience. Steven—Though the inventory and menu systems need polishing, this RPG is a dream come true for Harry Potter fans. Chris—It's great to see a true, solid RPG come from a major franchise. Scott—A well-designed and superbly executed RPG.

ALAN ★★★★
CHRIS ★★★★½
GEORGE ★★★★★
JESSICA ★★★★
STEVEN ★★★★½

EVERYONE
E
CONTENT RATED BY ESRB
Mild Fantasy Violence

SHREK 2

- Activision
- 1 to 4 players simultaneously

EVERYONE — Comic Mischief Violence

Everyone's favorite ogre has returned to the GCN, and he's brought his friends. Whether you're playing solo or with pals, your team comprises four baddie-pounding storybook characters whose special abilities help the group blaze through Far Far Away. Since the camera stays back to keep track of all four heroes at once in most battles, the characters often appear very small. However, Hero Time sequences show single fighters close-up.

CHRIS ★★★½
GEORGE ★★★★
JESSICA ★★★½
SCOTT ★★★½
STEVEN ★★★½

SHINING FORCE: RESURRECTION OF THE DARK DRAGON

- Atlus/64 Megabits
- 1 player

TEEN — Mild Violence

Originally developed by Sega for the Genesis, Shining Force is a tactical RPG that lets you control up to 12 characters at once in turn-based combat. Playing as adventurer Max, you set out to save Guardiana from the ancient Dark Dragon. A unique card-based system adds an extra layer of complexity to your battles. Fans of Fire Emblem and Final Fantasy Tactics Advance will jump right into Shining Force.

ALAN ★★★★½
GEORGE ★★★★
JESSICA ★★★★½
SCOTT ★★★★½
STEVE ★★★★½

RIVER CITY RANSOM EX

- Atlus/32 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

TEEN — Comic Mischief
Mild Violence
Suggestive Themes

When River City Ransom was released for the NES in 1990, it stood out from the crowd of street brawlers with its wacky sense of humor and unconventional role-playing elements, which allow characters to learn moves and build attributes by reading magazines. The GBA version retains all of the game's charm and style and offers slight improvements to the graphics and screen text. It's a must-have for fans of funny fighters.

ALAN ★★★★
CHRIS ★★★½
GEORGE ★★★★
SCOTT ★★★★
STEVEN ★★★★½

SHREK 2

- Activision/64 Megabits
- 1 player

EVERYONE — Mild Cartoon Violence

Teamwork is key in both the GCN and GBA versions of Shrek 2. The GBA game pulls it off by allowing a single player to control up to four characters, one at a time. Each creature has specialties, such as superior fighting maneuvers or advanced jumping skills, that help him contribute to the team effort. The puzzles are cleverly designed to use character-specific abilities to their fullest.

CHRIS ★★★
GEORGE ★★★★
JESSICA ★★★
SCOTT ★★★★
STEVE ★★★

SABRE WULF

- THQ/64 Megabits
- 1 player

EVERYONE — Mild Cartoon Violence

Dr. Dolittle-Goode lives up to his name in inventive adventure Sabre Wulf, published by THQ and developed by Rare. Combining overworld exploration with short 2-D platform levels, the game challenges you to lead Sabreman to valuable treasure and the eight pieces of a sacred amulet. You can earn or purchase animal helpers or items, such as a compass, to aid your search. The graphics are lush, and the play control is excellent.

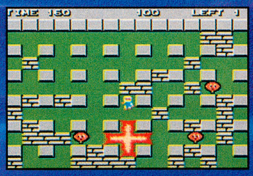
ALAN ★★★½
CHRIS ★★★★
GEORGE ★★★★½
SCOTT ★★★★
STEVEN ★★★★½

CLASSIC NES SERIES

BOMBERMAN

- Nintendo/8 Megabits
- 1 player
- Classic NES Series

EVERYONE



Although the Bomberman franchise has recently branched out into multi-player tournaments and adventure games, it began in 1985 (and was released in 1989 for the NES) as a single-player action-puzzler. While negotiating a brick grid maze, it's your task to plant and detonate bombs to defeat enemies and break through bricks. The game is very simple but provides quite a challenge and tons of explosive fun.

CHRIS ★★
GEORGE ★★★½
JESSICA ★★★
SCOTT ★★★
STEVEN ★★★

CLASSIC NES SERIES

DONKEY KONG

- Nintendo/8 Megabits
- 1 to 2 players alternating
- Classic NES Series

EVERYONE E CONTENT RATED BY ESRB

Already an arcade classic when it was released for the NES in 1986, Donkey Kong is the proto-platformer. Each of the game's three levels (which repeat and increase in difficulty indefinitely as you progress) offers a new trial, from the cascading barrels of the first level to the construction site level that collapses after you break all of its joints. It's the perfect warm-up for new platformer Mario vs. Donkey Kong.

ALAN ★★★★½
CHRIS ★★★½
GEORGE ★★★★★
JESSICA ★★★½
STEVEN ★★★★½

CLASSIC NES SERIES

EXCITEBIKE

- Nintendo/8 Megabits
- 1 player
- Classic NES Series

EVERYONE E CONTENT RATED BY ESRB

Recently adapted as a microgame in the WarioWare titles, Excitebike became the first motorcycle racing game for the NES in 1985. Four motorcycles scream through five straight courses that are peppered with hills, ramps, rough terrain and boost pads. It's up to you to engineer soft landings and keep your bike from overheating. The track-design feature allows you to create your own racing environment.

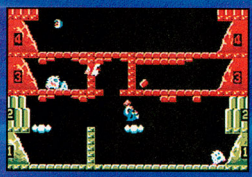
ALAN ★★★½
JESSICA ★★½
SCOTT ★★★★½
STEVE ★★★
STEVEN ★★★

CLASSIC NES SERIES

ICE CLIMBER

- Nintendo/8 Megabits
- 1 to 2 players simultaneosly
- Single-Pak Game Link
- Multi-Pak Game Link
- Classic NES Series

EVERYONE E CONTENT RATED BY ESRB



Developed in the early days of platformers, Ice Climber tempts you to scale 32 multilevel mountains by breaking layers of ice and hopping through the holes. Sliding platforms, conveyor belts, icy surfaces and a large selection of enemies provide a variety of challenges. A slight lag in the controls makes many of the difficult jumps frustrating, but the result is that much sweeter when you reach the top.

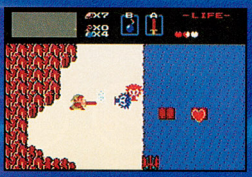
ALAN ★★
JESSICA ★★½
SCOTT ★★★
STEVE ★★½
STEVEN ★★★

CLASSIC NES SERIES

THE LEGEND OF ZELDA

- Nintendo/ 8 Megabits
- 1 player
- Classic NES Series

EVERYONE E CONTENT RATED BY ESRB Mild Fantasy Violence



The graphics show the game's age (released in 1987), but The Legend of Zelda's gameplay stands the test of time, showing why the adventure that introduced Link continues to be a huge influence on game design. Nine dungeons stand between you and the final battle against Ganon. Each one is loaded with clever puzzles, cool enemies and helpful items. After you complete the game, you can experience the second quest.

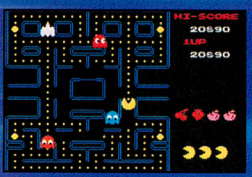
ALAN ★★★★★
GEORGE ★★★★★
JESSICA ★★★★★
SCOTT ★★★★★
STEVEN ★★★★★

CLASSIC NES SERIES

PAC-MAN

- Nintendo/8 Megabits
- 1 to 2 players alternating
- Classic NES Series

EVERYONE E CONTENT RATED BY ESRB



One of the first video game phenomena, Pac-Man arrived on the arcade scene in 1980 and was released on the NES in 1993. The Classic NES Series version presents a single-level layout and short scenes that play out after every two level completions. The game partners well with Pac-Man Vs. for the GCN, giving you single-player practice for the GCN game's frenetic multiplayer sessions.

ALAN ★★★
GEORGE ★★★
JESSICA ★★★
SCOTT ★★★
STEVEN ★★★★

CLASSIC NES SERIES

SUPER MARIO BROS.

- Nintendo/8 Megabits
- 1 to 2 players alternating
- Classic NES Series

EVERYONE E CONTENT RATED BY ESRB

Koopas, coin loops, warp zones—the original Super Mario Bros. has it all. The game that helped make Nintendo a household name hasn't lost any of its charm or fun factor over the years. Although the graphics are clearly from another era, the gameplay and play control are as solid and enjoyable as those of any recent platform adventure. It's hard to improve on such a well-established classic.

ALAN ★★★★
GEORGE ★★★★½
JESSICA ★★★★★
STEVE ★★★★
STEVEN ★★★★

CLASSIC NES SERIES

XEVIOUS

- Nintendo/8 Megabits
- 1 to 2 players alternating
- Classic NES Series

EVERYONE — CONTENT RATED BY ESRB

Originally released to arcades in 1982, shooter Xevious made it to the NES six years later. As your Solvalou ship soars over 16 Earth-based areas, you must use blasters to take out air targets and bombs to destroy ground targets. Among the enemies are rectangular plates that resemble the monolith from *2001: A Space Odyssey*. Gameplay offers little variety, but the level of difficulty is high in the late stages.

ALAN ★★½
GEORGE ★★★
JESSICA ★★½
SCOTT ★★★
STEVEN ★★★

CRASH BANDICOOT PURPLE: RIPTO'S RAMPAGE

- VU Games/128 Megabits
- 1 to 4 players simultaneously
- Single-Pak Game Link
- Multi-Pak Game Link

EVERYONE — Cartoon Violence — CONTENT RATED BY ESRB

VU Games and Vicarious Visions have established a strong track record with their Crash Bandicoot games for the GBA. Their latest effort (released in conjunction with Spyro Orange) is another solid game in which Crash and Spyro must work together to beat their nemesis. It presents a steady stream of minigames with tons of variety. Bonus games earn you cards that you can trade with other players.

CHRIS ★★★
GEORGE ★★★½
JESSICA ★★★
SCOTT ★★★★
STEVEN ★★★½

SPYRO ORANGE: THE CORTEX CONSPIRACY

- VU Games/128 Megabits
- 1 to 4 players simultaneously
- Single-Pak Game Link
- Multi-Pak Game Link

EVERYONE — Cartoon Violence — CONTENT RATED BY ESRB

Covering the same basic story as Crash Bandicoot Purple, but different ground, Spyro Orange is the dragon's first side-scroller for the GBA. By completing minigame challenges, you can earn trading cards and passage to new levels. The graphics and gameplay are a step up from those of Spyro's isometric-view adventures. Crash plays an active role in Spyro's game, and Spyro returns the favor in Crash's game.

CHRIS ★★★
GEORGE ★★★★
JESSICA ★★★
SCOTT ★★★★
STEVEN ★★★★

KEY

GCN — GBA — 7 NUMBER OF MEMORY CARD BLOCKS REQUIRED

ADVENTURE — ARCADE — FIGHTING — PLATFORM — PUZZLE — RPG — RACING — SHOOTER — SPORTS — STRATEGY

CRITICAL MASS

To describe their unique, personal tastes, each of NP's critics has ranked 10 game genres in order of preference, with the favorite game type appearing first.

ALAN:
CHRIS:
GEORGE:
JESSICA:
SCOTT:
STEVE:
STEVEN:

ESRB RATINGS

The Entertainment Software Rating Board evaluates each game's content and assigns one of the following ratings to reflect the appropriate age group for the game.

- EARLY CHILDHOOD — Early Childhood
- TEEN — Teen (13+)
- ADULTS ONLY 18+ — Adult (18+)
- EVERYONE — Everyone
- MATURE 17+ — Mature (17+)
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NBA Live 2004
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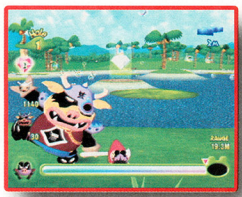

(No frogs were permanently hurt in the making of this game.)

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PlayStation.2

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VOLUME 182 — AUGUST 2004

Evil Exclusive

Resident Evil 4

In next month's issue, we'll take an in-depth look at Resident Evil 4, with never-before seen screenshots, insights from the game's creators and our own hands-on impressions. It's an exclusive cover story you won't want to miss.

E³ Blowout

We'll also have more news from the Electronic Entertainment Expo, including updated looks at Metroid Prime 2: Echoes and The Legend of Zelda: The Minish Cap, the unveiling of the Nintendo DS and a couple of surprises that you won't believe.

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- DRAGON BALL Z: SUPERSONIC WARRIOR

Baten Kaitos

Spidey Spectacular

Your friendly neighborhood Spider-Man pays a visit to NP next month. We'll have a preview of the wall-crawler's upcoming GCN adventure (complete with poster and an interview with the game's narrator, Bruce Campbell) and review Spider-Man 2 for GBA.

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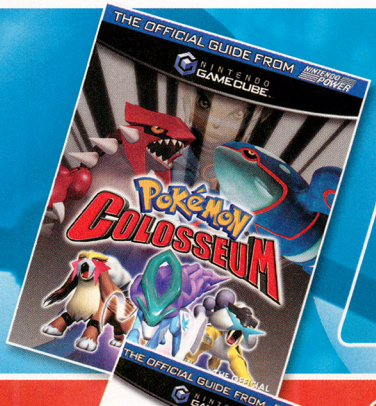

POKéMON COLOSSEUM

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- The Story mode is filled with creatures that fans haven't seen since Pokémon Gold and Pokémon Silver—we'll help you Snag 'em all.
- After you beat the RPG, you can transfer your team to Pokémon Ruby and Pokémon Sapphire—our guide gets you there.
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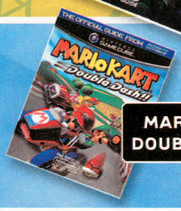

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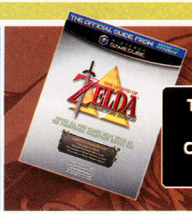

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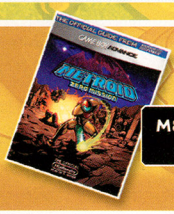

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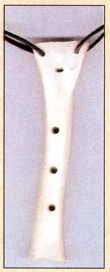

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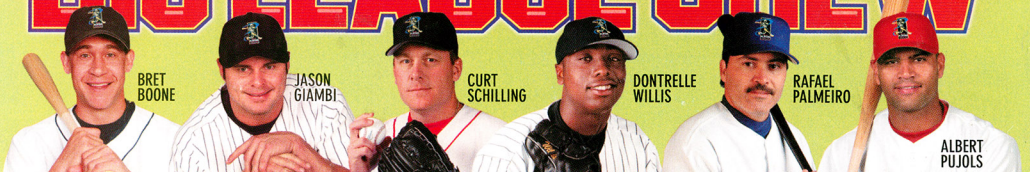

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